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FLITZ AND WIN
FOR
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UNMASK

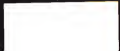
THE

POWER ANIMAL



IN

YOU!!



NINTENDO POWER

VOLUME 23
U.S. \$3.50 Canada \$4.50

POWER BLADE

Alienated Computers

► **Super Hits!**

► Monopoly
Sword Master
S.C.A.T.

► **Plus!**
Game Boy: Giant
Special Section



THE SOURCE FOR NEWS AND STRATEGIES STRAIGHT FROM THE PROS

POWERLINE

Hi readers! Before you dive into the features, check out the Special Report. Have you ever wondered where the hits come from? Have you even thought about making games yourself? We'll meet the developers of top-rated games to find out what goes on behind the scenes—and what it takes to make a winner.

future to a time of chivalrous knights and spells that worked magic. Its unusual double-scrolling background sets it apart from the crowd, and with its great graphics and realistic sound, you'll almost feel your sword strike!

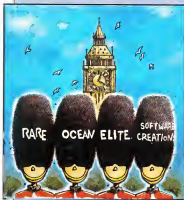
● For a change of pace, try NES Monopoly. It's like the original, only better: there's no searching for lost dice, taping torn deeds, or finding the stack of twenties that disappeared when you left to get a drink. You can't steal from the bank, but you can earn money the old-fashioned way: monopolize property and raise the rent!

● This month's Game Boy section had to be huge to cover the great games coming out! We're featuring some new titles and some translations of classics.

One of the all-new titles is *Sword of Hope*, one of the

deepest games produced for Game Boy yet. It's an epic adventure in the spirit of *Shadowgate* and *The Uninvited*.

Ultima: The Runes of Virtue features a familiar name in a new adventure made just for Game Boy. With the same intriguing characters wrapped in a mysterious story line, it's bound to be a hit with fans of the NES and PC versions. *Caesar's Palace* is a sure bet for those of you with sporting notions. With all of the big games featured in Vegas, such as *Black Jack* and *Roulette*, the Game Boy version is a casino-to-go.



● Starting the NES action for April is a futuristic combat game: *Power Blade*. It's a little bit *Mega Man*, a little bit *Rambo*, a little bit *Operation C* with some *Terranator* thrown in, but it's still its own game. A Super Computer controls society, and Nova, the stellar hero, combats his enemies armed with only a boomerang. It's some boomerang, though! This *Power Blade* keeps you coming back for more!

● Our second feature, *Sword Master*, brings you back from the

NINTENDO POWER™

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VOLUME 23—April 1991
 Nintendo Power is published by Nintendo of America Inc. in conjunction with Tokuma Shoten Publishing Co., Ltd.
 Nintendo Power is published bi-monthly \$4.99 per year in the U.S.A. (\$5.49 in Canada) only by Nintendo of America Inc. 8820-150 Ave. NE, Redmond, Washington 98072

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 Color Separation by Die Nippon Printing Co. Ltd.

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VOLUME 23 APRIL 1991

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MAIL

Last winter, before things heated up in the Persian Gulf, we got lots of letters from troops stationed there who had lots of time on their hands. Now, of course, they're actively involved in military action. We all appreciate their efforts and hope that they come home safely—and soon!

On behalf of my fellow roommates and me, thank you for breaking the boredom of Desert Shield. Our navigator's wife sent him a Game Boy system with Baseball and Tetris. Life hasn't been the same since. The navigator has since moved to another part of the camp but we still borrow his Game Boy whenever he's flying. Our unit, the 37th Tactical Airlift Squadron, flies C-130 Hercules and

we're normally stationed at Rhein-Main AB near Frankfurt, Germany. We've been deployed since the end



Lt. Robert, a pilot with the 37th Tactical Airlift Squadron

of August. We live in plywood shacks with air conditioners. We call our quarters "hooches" and we live 6 men to a hooch. We get a lot of flying time here and the flying is great but we look forward to going back to our families.

1st Lt. Michael D. Bolhitt
Operation Desert Shield

GAME BOY IS HOT IN THE DESERT

I am an Air Force member taking part in Operation Desert Shield over here in the Persian Gulf. The Game Boy is, second only to a deck of cards, the weapon of choice against boredom. About every third person here has one, and they're constantly being used. Game Boy truly is the official pastime of Operation Desert Shield!

Staff Sgt. William J. Lucas
Operation Desert Shield



Staff Sgt. Lytle checks the command of the Game Boy and writes in for some portable R&R.



A relaxed style pays off for laid back Staff Sgt. Mark Moore.

I am currently serving with the U.S. Marine Corps in Operation Desert Shield. As you may have heard, the days and nights are long. I recently received a Game Boy in the mail. It's great! It's a big hit over here. I mean, who wants to play Frisbee when you can play Nintendo games? With all our spare time, most of us have mastered the games we have.

Lance Cpl. Rob Young
Operation Desert Shield

I am an Army Staff Sergeant on Operation Desert Shield and was sent a Game Boy as a present. Up until now, I thought of Nintendo as a kid's game. I thought I'd drop a line to let you know there are a lot of big kids enjoying your games in Saudi Arabia. Thank you.

Staff Sgt. Brian Gilmartin
Operation Desert Shield



Staff Sgt. Harry Jenkins is intent on scoring trophies. Talk about concentration!



TREASURE ON TORTOLA!

Where were you last December? Buried in snow? Chasing reindeer off the porch? Not so for John Collins of Goose Creek, South Carolina, winner of the Final Fantasy Treasure Quest. John, his dad, and three

friends flew south for a holiday adventure in the tropics. Once they reached the British Virgin Islands they were faced with mysteries, clues, dragons and Final Fantasy characters including Matoya the

Witch and a sleeping elf. Using hints left by Captain Bikko, Master John and his courageous cohorts swiftly unraveled the ancient secrets and found many objects of magic and power such as giant



From right to left, the four Light Warriors were Robert Phillips (White Mage), John Collins (Monk), Kenny Crew (Ninja) and Michael Flowers (Black Mage). Their real life adventure took them into a rain forest on the top of a volcano and across the sea in a pirate ship. Out of costume, the Light Warriors look like your average Nintendo Power fans.



YUK IT UP WITH MARIO!

Readers send lots of original Nintendo jokes. Some are good for a few yuks; others are just yucky!



- Q:** Why did Mario cross the road?
A: Because he couldn't find a warp zone.
*Lindsay Falk
 Rose, ID*
- Q:** What kind of fish would dare to attack Mario?
A: A Borekaopa.
*Charlie Byers
 Colobara, CA*
- Q:** How does Mario know what will happen in the future?
A: He uses a Luigi board.
*Steven Barry
 Smyrna, GA*

crystals and a Sony Camcorder. When John and the Light Warriors weren't digging up treasure at Fort Recovery, they had a chance to check out some of the local attractions. One day it was deep sea fishing and the next snorkeling in the caves of Norman Island where real pirates once stored their loot. Above, John conquers Spyglass Mountain. Below, the group displays the day's catch.



WANTED: POWER TEAMS

With 2-, 3-, and 4-player games like Super Spike V'ball and NES Play Action Football, players are teaming up to record hot scores. Are you part of a truly tremendous twosome? Threesome? Foursome? Send us a team photo! We'll print some pictures in a future issue.

**Nintendo Power
 Player's Pulse
 P.O. Box 97033
 Redmond, WA
 98073-9733**

POWER BLADE™



GAME PAK - DATA BOX

POWER BLADE
MFG TAITO

MEMORY 1M x 1M
MMC3

POWER METER

Graphics & Sound	3.7
Play Control	4.0
Challenge & Excitement	4.2
Theme & Fun	4.0



New Earth Needs Nova

Something's gone wrong in the automated control center of New Earth. Alien armies have taken the Master Computer by force and are poised to launch an all-out attack on the unsuspecting citizens. As Special Agent Nova, you have been called to eliminate the alien menace and restore order to New Earth. First you must collect Tape Units from the Data Bases in six Sectors. Then you must move on to the Control Center and re-program the Master Computer. There are mechanized guards in each Data Base and Sector defenses have been set to destroy all intruders. Good luck, Nova. The future of New Earth is in your hands.



Survey Six Sectors

The Sectors surrounding the Control Center are all equally challenging to complete. You can enter them in any order. If one Sector is giving you trouble, move on to another and return when you have better weapons. Collect ID cards from Agents hidden in each Sector. Then enter the Data Bases and retrieve the Tape Units.



Enter the Sectors in any order. Once you've retrieved the Tape Units from all six Sectors you'll be allowed to blast into the Control Center.

Nova Has The Power

Special Abilities

RUNNING



Push Left and Right on the Control Pad and run through the Alien-infested Sectors.

JUMPING



Press the A Button to jump. Hold it down for extra long jumps.

THROWING



A Steel Boomerang is your main weapon. Press the B Button to throw it.

Weapons and Items

POWER SUIT

There are two Power Suits hidden in each Sector. With them, you can withstand three enemy hits without taking damage.



While you're wearing the Power Suit nothing can stop you until you've been hit three times. The Power Suit also allows Nova to see the mighty Power Blade which can cut through most enemies with a single hit.



Not only is the Power Blade your most effective weapon against enemies but it can also pass through obstacles and barriers in order to clear the path ahead.

MULTI 2



Collect this item and you'll be able to throw two Boomerangs at once.

BOOMER 2



Collect the Boomer 2 and double the strength of the standard Boomerang.

HAMBURGER



Grab a bite to eat and some of your energy will be restored if you've been damaged.

MULTI 3



Keep three Boomerangs in the air at once after collecting this useful item.

BOOMER 3



The great strength of the Boomer 3 is divided only by the awesome Power Blade.

ENERGY TANK



There's one Energy Tank hidden in each Sector. Use it to completely refill your energy.

STAR



Steer all power to your Boomerang throwing abilities. Collect three for maximum distance.

GRENADE



These powerful explosive devices damage all of the enemies on the screen. Nova can carry up to four at once.





SECTOR 1

The first Sector that the Aliens invaded was the heavily guarded New Earth Rocket Center. Now that the Master Control Program has been changed

to follow the orders of the Aliens, the center's defensive mechanisms will cause as much trouble for Nova as the Aliens sent to guard the area.

Agent Rendezvous

Special Agents with ID Cards are hiding in every Sector. You must meet with them before reaching the Data Base Gates. The Sector 1 Agent is on this platform.



Power Up

Simple minded Soldiers of the Alien realm make a feeble attempt to guard this area. Run from one end to the next and pick them off while grabbing special items.



Gain strength quickly here by defeating the Alien Soldiers and collecting the items they leave behind.



START

Level With Them

Jump to the same level of the Armored Defense Mechanisms and their Armor will lift for a moment as they fire, revealing a weak spot.



Test the Boomerang as soon as the armor opens. One quick hit will do the trick.

DATA BASE

THE ENEMY FORCE



PLANT TRAP

The biologically mutated Plant Traps send out showers of fire.



BOUNCING 'BOT

These Acrobatic Area creatures are hard to run down.



ARMORED DEFENSE

These quick moving devices are vulnerable when they open.



AUTO-ARMADILLO

These mechanical land creatures flip and jump as you approach.



ALIEN SOLDIER

The Aliens have integrated their Insectoids to the lower ranks.



MORTAR MECHS

Shells crack out at these machines and hit targets on the ground.



FLY BY

Don't let these creatures bug you. Let 'em approach and knock 'em out.



AIRBORNE DEFENSE

Micro-robots are loaded with heat-seekers attack from the air.

Air Attack

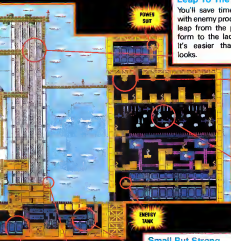
Airborne Defense Mechanisms are no problem if your Boomerang is powered up. Wait until they're directly above you and toss it straight up.



Knock out the flying bumble as they approach and aim straight up as the enemy flies above you.



Feeling target kill? Master the use of the Boomerang and learn to throw it in all eight directions. You'll be verticabular.



POWER SUIT

Leap To The Ladder

You'll save time and avoid conflict with enemy producing Hatches if you leap from the platform to the ladder. It's easier than it looks.



Take a great leap and grab onto the ladder by passing up on the Control Pad.

Turret Trouble

The Turrets are invincible. Avoid their fire and keep moving.



Watch Your Step

Jump from one block to the next and avoid falling at all costs. The spikes are deadly.



ENERGY TANK

Small But Strong

The Compact Explosive Charges that drop from above skitter across the surface until they hit something. Wait for them to explode, then run.



The Charges drop out of a Hatch. Let them detonate, then run.

Watch the Bouncing Ball

Cannonballs pop out of these devices with only enough force to bounce a short distance and explode. Stay out of reach and aim for the source to put them out of commission.



Avoid the Cannonballs as they're fired and aim for the source.



If you're collected enough Stars your Boomerang will hit them from a safe distance.

SECTOR 1 GUARD



Pelt the Knight with Boomerangs as quickly as your abilities allow. Then run under it as it flies across the room.



Try to stay as far from the Knight as you can and jump over the shots. Then release your own Boomerang attack.



As the Knight retreats to the other side of the room, run to the opposite side, making sure that you avoid his shots.



Try to stay at a safe distance as you pelt the Knight with as many Boomerangs as you can toss.



SECTOR-2

The new Earth Power Plant has been a key conquest in Alien plans to control the planet. With the Energy Plant in their grasps, they

can give as much or as little power as they want to the citizens of New Earth. The population is at a standstill as long as the Aliens occupy this combined hydraulic and air-powered facility.

Time It Out

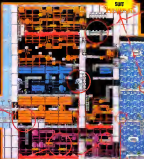
The Power Plant defense system is equipped with several indestructible devices like this fast-moving mechanism. Watch it move, and jump to the ladder when it looks like the path is clear.



Try to reach the ladder with a quick leap before the device can hit you.



START



POWER SUIT

Beware Of Frozen Blocks

The Blocks that don't move up and down have been set as traps by the Aliens. Just seconds after you land on them, they'll drop into the flames. Step lightly and keep moving.

Be suspicious of Blocks that don't move.



POWER SUIT

ENERGY TANK

Face To Face

To pay homage to their leader, the Aliens have designed these launching mechanisms in his likeness. Stay under them and throw the Boomerang upward.



Pop the alien leader's likeness with an appeal to freeze it.

THE ENEMY FORCE



SWOPPERS

Flying in waves, the Swoppers try to take you by surprise.



FLYING FISH

Peeping out for only a second, the Fish spit out fireballs.



ZOMBIES

These beings don't stay down for long. Hit them and get away.



CRAWLERS

Concentrate out out of the Crawlers and explode in seconds.



HATCHES

These machines produce creatures until you knock them out.



EXPLOSIVE CHARGES

Skittering across the surface, the Charges self-destruct quickly.



WALKERS

Walkers are strong and powerful. Hit them and dodge quickly.



TWO-WAY CANNONS

Firing left and right, the Cannons are hard to approach.



Blast Of Hot Air

Flames shoot from above and below in this area. Look for safe spots and move as soon as the flames temporarily retract.



Run to a safe spot when the flames go out.

Off-Speed Defense

The Indestructible Balls rotate around their central mechanisms at varying speeds. Study them and jump when they pass.



Pass The Pistons

The Pistons fall quickly after they get to the top. Leap over the gap as they're rising.



DATA BASE

Super Shortcut

While this wall looks like an impassable barrier, you can jump right through it and enter the Data Base quickly if you have an ID Card.



Surprise Attack

Stun the Walkers with a Boomerang blast as soon as you see them.



If you throw Boomerangs at the Walkers immediately, they'll never know what hit them.

SECTOR-2 GUARD

This mechanical Dragon breathes fire, then turns into an invincible Firewheel. Watch out!



Run to the other side of the room when the Dragon transforms and avoid contact.



Jump over the Dragon's flames and counter with your own attack.



SECTOR-3

Experimental plants and creatures are abundant in the New Earth Biological Research Center. Be careful! The aliens have been experimenting with the specimens in this area. Even the most harmless looking beings could have a deadly bite. It's best to assume that everything is Alien controlled. Be ready to fight off the creatures with the Boomerang or Power Blade.

Blast The Source

Enemy producing Hatches are vulnerable to your hits while they are open. Take down the airborne creatures first. Then hit the Hatches.



Jump on the first platform. Use the Boomerang straight up to take out the first Hatch.

After the first Hatch is out, jump to the next platform and fight the enemies coming from the second Hatch.



Drop down to the right of the pink form, hit the enemy in the left and take out the Hatch on the right.



ALIENT

ENERGY TANK

POWER SUIT

THE ENEMY FORCE



POWER SUIT FIEND

This intruder is a duplicate of you with the Power Suit.



MINI-WALKERS

These machines pack a bit of power in small packages.



ACID FROGS

These creatures lay and let go of small shots.



THE LEADER'S LIKENESS

While opening and closing his mouth like being missile batteries.



SPARKS

If you stay in certain areas for too long, these charges appear.



FLAME JETS

These enemies only blast for a few seconds at a time.



ROBO-BATS

After hanging around, these machines fly into action.



TURRETS

These unmovable blasters fire slowly. Watch them and run.

Watch The Platforms

The two double-block platforms in this area move up and down. Jump when the platform that you're targeting reach its lowest point.



The gap is two wide when the target platform is at your level.



Wait for the platform to reach its lowest point. Then jump!

Zap The Zombies

A highly experimental humanoid strain haunts this area. They don't pose much of a threat but they do recover quickly from damage. Hit them and run.



When the Zombies draw near, toss your Boomerang. They go down with one hit.



Pass the Zombies while they're down for a few seconds.



You should be able to get past the Zombies before they come back to life.

Mid-Air Moves

Mid-air movement is simple in this game. As you're falling, move to the left and right and you'll be able to avoid platforms that have enemies on them. Just drop down and move.



DATA BASE

POWER
SUIT

Bouncing 'Bots

Not only are the robots in this section fast but they're strong, too. Hit them with as many Boomerangs as you can when they bound toward you.



You should power-up to throw two or three Boomerangs at once in order to take on these mechanics.

SECTOR-3 GUARD



Bees fly out of four sections of the Hive. Wait under the individual sections and toss Boomerangs upward.

Move to a position under one of the Bee producing sections and hit Bees as they approach.



Toss Boomerangs through the open sections of the Hive to stop Bees from coming out.



Once all four sections have been blocked, the Hive will self-destruct.



SECTOR 4

Sector 4 is under construction. The wide open spaces and long gaps between girders make the area particularly dangerous. The aliens on guard here are very quick on the draw. Unless you have your Boomerang powered-up to maximum strength and toss it as soon as you see them, they could weaken you quickly. Watch your step and get moving.

Drop And Climb

There's no need to disarm the armored devices in this area. Just drop down after they pass the ladders and climb down quickly before they come back.



Fall To Safety

This gap is too long to jump from one raised platform to the next. When you jump you'll just clear the spikes and land on the ground below the platform.



POWER
SAB

AGENT

CHERRY
TANK

Jump Around

The small armored mechanisms are invincible. Avoid them by watching their pattern and jumping after they pass by.

Watch the pattern of the mechanisms from the ladder and drop to a block between them.

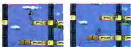


Jump in the path of the mechanism after it passes. Then leap over it when it comes back.

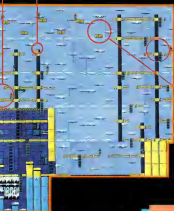


Touch And Go

Seconds after you land on the blocks attached to the platform, they'll drop. Jump to the girder quickly or you'll go down with them.



POWER
SUIT



Catch 'Em Off Guard

The enemies move quickly in the girder tower. Hit them as soon as you can. They may not have a chance to react.



Catch Some Air

The blocks move up and down at varied speeds. Jump from one to the next when the platform you're on is high and the target platform is low.



Jump when the next platform is as low as it can go.

One By One

Blast the Armored Defense Mechanisms as soon as you have a clear shot. Don't move until they're all gone.



SECTOR-4 GUARD



The Lightning Knight swoops down and tosses Bolts. Stay in a safe spot left of the center and pick him off.



Stay just left of the center and the Knight won't touch you.



Take a series of Backswings straight up and you'll get him as he flies by.

SECTOR 5

The Aliens have insured no possible escape for the citizens by taking charge of the New Earth Shipyard. The built-in defenses are relatively light compared to some areas. The Alien Soldiers, though, are out in force. Try to get a Power Suit early on and you'll be able to take out the Aliens with the Power Blade from behind steel barricades. The ship's walls work as a perfect shield from the weapons of the Aliens.



POWER SUIT



Fire When Ready

The Moving Mortar lobbs shells closer and closer to you unless you act quickly and knock it out as soon as you can.



Jump And Run

The Triple-Barrel Cannons fire shells from any of their barrels. There's a long time between shots, though. Jump when they fire, then move.



Jump up to avoid the shell as soon as the Cannon fires.

Hit the soldier on the Cannon with a swiftly thrown Bouncing while you're in the air!



Climb over the Cannon and get ready to avoid a shell from another Cannon on the other side.

Power Suit Pursuit

It's good to grab the Power Suit as soon as you can in this Sector. Drop straight down from the ladder and jump over to the Suit when the path is clear.



Drop down from the ladder and make sure to avoid the Retriever Suit.

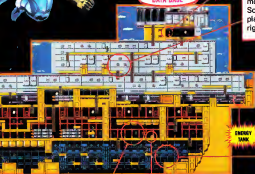


Jump to the east platform when the Suits are in a position so that they won't hit you.



Take the Power Suit and move on to the Data Base.





DATA BASE

AGENT

Shortcut

Instead of working around to the left and meeting more Alien Soldiers, you can jump from the platform to the ladder on the right here.



One Way Gap

You should be able to jump from left to right easily here. Don't even try to jump from right to left, though. The gap is too wide.



Playing Hard To Get

This Power Suit is in an area where Explosive Charges could drop at any second. If you're low on energy you may not want to risk defeat over getting the Suit.



Step to the floor and try to clear the area of Explosive Charges before you move in.

Take the Power Suit and try to get rid of all of the Charges. This makes a run for it.



Click down the ladder and move as far west as the road is clear.

Sector=5 GUARD



THE GREAT MAGICIAN

The Great Magician appears and disappears. With each appearance he releases five Fireballs. Keep your distance.



As soon as the Magician appears get ready to test the Bombing.



The Magician is vulnerable to the Bombing only when using his Magic. Stay on your toes.



SECTOR-6

The city is a nest of Alien activity. Even the sewers are crawling with strange creatures. Your contact is hidden deep in the sewers and the Data Base is on the top floor of the highest building. You'll have to cover a lot of unfriendly territory in order to see your mission through in this Sector. Watch for disappearing blocks and plenty of Armored Defense Mechanisms.

Patience Pays

You won't be able to make the jump to the ladder by yourself. If you wait for the blocks to appear, though, you can skip right over.



Take It To The Street

Travel along the street until you reach the third ladder so that you can take down Alien Soldiers for easy Power-Ups. Then work to the left in the sewer to meet up with the hidden Agent.



Take the third ladder down to the sewer level.

Run to the left and find the Agent for the Data Base ID Card.



Disappearing Blocks

Three Blocks appear and disappear at various times. Wait for the lower blocks to appear and jump to the right platform. Then wait again and jump to the left.

Reach the upper left block by first climbing up to the right.





Stun 'Em

Hit the Aliens as soon as you see them and they'll never have a chance to use offensive force.



DATA BASE

ENERGY
TANK

POWER
DUT

Take The High Road

Jump from one platform to the next here and keep from falling to the floor. You'll avoid a lot of enemy contact and find a shorter route to the upper level.

Leap from platform to platform and avoid the rotating balls.



You'll avoid contact with upper-ground aliens by traveling above the floor.

SECTOR-6 GUARD



This mechanical monstrosity walks back and forth and occasionally leaps across the room. Aim for his shoulders.



Use the Power Blade to attack the Skelebot.

Use the Power Blade, aiming for the Skelebot's shoulders. Then get out of the way.



Jump over the Skelebot as it approaches. Then crouch under another ball and try to hit it again. If the Skelebot jumps, make a run for it.



Use the Power Blade, aiming for the Skelebot's shoulders. Then get out of the way.



SECTOR - 7

The Control Center is a tall tower with two tremendous guards at the top. Climb up there with as many Energy Tanks as you can carry and watch your step on the way up. This is the Aliens' last chance to stop you so you know that they'll be up to the fight. Use the skills and techniques that you have learned thus far and make your climb with caution. If you lose a fight with one of the Guards, you'll be sent to the bottom of the tower. Good luck!

The Leader Returns

This ugly mug is all over New Earth. Up until now, you could fight it from below. Now you'll have to meet it face-on and aim for the mouth.



Special Item Loop

If you have fewer than four Energy Tanks, you're going to want to work to the right side and collect the two Tanks and Power Suits. It's more work, but worth it.



You'll have to go halfway up and then come again to get the Energy Tanks and Power Suit. These items, though, are worth it.

START

Power-Up For Battle

The Aliens on the second floor are relatively easy to defeat compared to the creatures above. Run back and forth and defeat Aliens to Power-Up before you move on up.

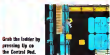


Look Before You Leap

One last set of appearing and disappearing blocks waits near the top. Wait for them to appear and jump!



Jump when the blocks appear.



Grab the Leader by jumping up on the Control Pod.

SECTOR-7 GUARD #1



The intimidating head of the Alien Leader will appear right above you no matter where you're standing. Run, jump and throw quickly.



The Leader appears above you, get ready to fire off a blast.



Start running away before the Leader appears. Then jump as it gets ready to fire.



Hit the Leader with a Deconstructing to the head.

THE LAST BATTLE



The Leader's Brain

Sparks come down from above as the Alien Leader makes one more attempt at stopping you. Try to stay under the jet-powered contraction holding the Brain and aim for the open shutter.

Stay under the Brain, avoiding Sparks and the Jets.



Turn the Deconstructing against when the Shutter is open.

ENERGY SINK

POWER SUIT

ENERGY SINK

POWER SUIT



HOWARD & NESTER



It was like Deja Vu: the know-it-all cabbie with the slow grin, the seedy neighborhood full of muggers and mad dogs. I was sure I'd seen it all before, but I couldn't remember. My memory was a sieve and my past life a cup of water. But I was wanted for murder. Me—whoever I was—a killer? I couldn't believe it.

TAKE ME TO JOE'S BAR ON PEORIA STREET, AND MAKE IT SNAPPY.

SURE PAL, I KNOW THE PLACE. I KNOW EVERYTHING IN THIS TOWN, AND WHAT I DON'T KNOW ISN'T WORTH KNOWING.



What I really needed was a way to get inside Joe's Bar. I had a combination from the house on Kedzie and I needed to get back to the safe in Siegel's office, but my overcoat pocket had as many holes as my mind and I'd lost the key to the front door.

SAY, HOW WOULD YOU LIKE TO EARN ANOTHER TWO-BITS AND GIVE ME A HAND?

HAVEN'T YOU ALREADY GOT TWO?



THAT'S A LITTLE JOKE, PAL. LIGHTEN UP, WILL YA?



After deciding against taking the fire escape, a brilliant thought came to me, like a voice in my head.

MOST OF THESE PLACES HAVE BASEMENTS IF I WERE YOU I'D TRY GETTING IN THROUGH THE SEWER.



If I was as obnoxious as the cab driver, I'd lock myself in a shoebox and throw away the key, but his idea was worth a try.





IT WAS A
CLOCK, NOT
A CLOCK!



SHHHH
DON'T YOU
HEAR IT
TICKING?

DO YOU THINK
I'D FALL FOR
THAT PLUMB TRENK
AGAIN? I'M NOT
LISTENING TO
ANYMORE OF
YOUR 'TICK
TALK'.



I decided to take a look in
Seeg's car, thinking that
maybe he'd left an extra set
of keys.

SAY, I DON'T
THINK THAT'S SUCH
A GREAT IDEA

Earlier, I'd found the keys to Seeg's car, and it looks like it
paid off. The photo of the big dame was a good lead. As for
the car, it was a beauty-- leather interior, wood paneling, gold-
plated radio knob! A little spin around the corner wouldn't
hurt.



PONY!



KLIK



HEY PAL, LOOK AT
THIS OPEN SEBANS,
HUH? I KNOW I'D
FIND A WAY INSIDE.
PRETTY SMART, EH?

JOE'S B.



YAAAAA
SPLASH



I WAS HOPING THAT IF I ACTED
LIKE NESTER HE'D REMEMBER WHO
HE WAS. IT DOESN'T SEEM TO BE
WORKING.

LIFE'S FULL OF UPS
AND DOWNS, EH? YOU
SHOULD WATCH YOUR
STEP.

SEE
THANKS, I'LL
KEEP THAT
IN MIND...



Studying magic seemed like a Totally Rad idea to young Jake from Southern Cal. Under the tubular tutelage of the great Zebediah Pong, lessons were going well until totally grotesque creatures from the underworld attacked! Now Jake is the only hope for salvation of the surface world! Jake isn't defenseless, though. He has learned many spells: healing, time warping, transforming and energy blasting. His skills will be tested in 12 sections of running, leaping and flying action. And wait 'til you get a load of the size of the subterranean leaders—they're totally titanic!

TOTALLY Rad™

TM&©1991 Jaleco Ltd.

GAME PAK - DATA BOX	
TOTALLY RAD	
MFG JALECO	
MEMORY	1M x 1M MMC3
TOWERS - METERS	
Graphics & Sound	3.7
Play Control	3.3
Challenge & Excitement	3.6
Theme & Fun	3.7

ACT I

1-1 thru 1-2

SURPRISE ATTACK!



1-1 Start

After a most triumphant performance by the great Zebediah, Jake is jumped by weirdos from beneath the San Andreas fault. Jump into the fray, dude!

Earn Extra Lives!

At the start of the game, stop when you encounter the first green character. Adjust your position until an endless stream of green guys attacks from the right. Hold your place and zap them continuously. Once you've collected your max of 22 lives, forge onward.



1-2 Start

Under this bogus big-top, a variety of grotesque goons will assault you. In all areas, it's a good idea to move with your magic zap power fully charged. Don't forget to cut loose if an enemy gets in your way.

Flying Fools

Once you burst the balloon these killer clowns are riding, the joker will attack in a frenzy. Fire repeatedly to wipe him out.

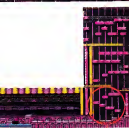


THE TWELVE MAGIC SPELLS

Jaka begins his challenge armed with 12 boundacious magic spells. Each spell uses magical energy which is only replenished after you finish a

stage. To use a spell, press Start to bring up the subscreen and press A to select the spell. Push Up and B to activate the spell.

LIFE UP -4P  <p>Equivalent to eating a hot pizza, it replenishes all your life energy.</p>	FIRE -2P  <p>Creates a burning blast of fire, destroying every enemy in the way.</p>	JAKE -0P  <p>Returns you to normal (initially, that is) after a transformation.</p>
LIFE HALF UP -2P  <p>Restores only as much life as a fire or two, but it's cheaper to cast.</p>	WATER -2P  <p>Releases a powerful bubble that wipes the screen clean of bad guys.</p>	LION -2P  <p>The lion form has a very limited range attack, but is invulnerable when it jumps. This can be useful in passing the fire fountain in 2-2.</p>
STOP TIME -2P  <p>Freezes all enemies in their tracks for a short time.</p>	WIND -2P  <p>Wicks away all the enemies with this magical whirlwind.</p>	EAGLE -2P  <p>Perhaps the most useful of the animal spells, the Eagle form grants flight and a sharp beakwing attack.</p>
DAMAGE SHIELD -2P  <p>Protects you from any harm for a few seconds.</p>	STONE -2P  <p>Locks and rolls your enemies away with this stoney blast.</p>	FISH -2P  <p>The form of choice for surfing, or aquatic action when you encounter it.</p>



Go To 1-2

To Rubyllia

BOSS RUBYLLIA

To waste this mohawked giant, attack the gem set in his chest. If you make it to Rubyllia with lots of Magic Power, use the Stop Time spell to freeze him as you fire. Try to shoot from a distance so you can escape if he rushes you. You'll also want to be careful to avoid the corn he pops at you.



Hit Rubyllia in the gem with a blast of energy!

The Hard Climb Up

It can be difficult to climb the balloon stairs as the enemies are most deviously positioned. Just to be safe, use your elemental spells to clear the screen.

ACT II

2-1 thru 2-3

KIDNAPPED!

From the wild carnival, Jake pursues the cruel creatures who have made off with his righteous girl friend Allison! The chase is on through city streets, grody to the max sewers, and a totally treacherous construction site.

2-1 Start

Mech-Monkey

This outrageously inhuman dude can be a total bummer. Try letting him have it with stored zap power. You don't want to use too much magical energy at the beginning of the stage.



Go To 2-2

Robot Tiki Dude

Don't jump to avoid this 'droids's bouncing bullet shots, but chill-out and move side to side so they bounce over your head. Attack with full zap power!



2-2 Start

Go To 2-3

ACT III

3-1 thru 3-3

TO THE RESCUE!

Jake has rescued Allison, but she has most distressing news. Her father, a mondo-brany scientist, has been kidnapped by the subterraneans. Go for it, dude!

3-1 Start

Go To 3-2

3-2 Start

Gnarly Waveless Water World!

Your best interest is served by staying clear of the water in this stage, which can be accomplished without resorting to the Fish transformation. But if you fall in, by all means make the switch, dude.



Skyscraper Climb

Fire as you jump in front of the automated defenses. This will delay them and let you get out of the way. Once they are triggered, you can safely pass.



To Bicloptor

BOSS

BICLOPTOR

Your first step to triumph here is to cripple Bicloptor by blowing away his leg. Then change into the Eagle and fly to the upper left hand corner. When you see an opening, drop down and hit its eye.



2-3 Start



3-3 Start



BOSS

NAUTIKILL

You'll have to work quickly to reduce Nautikill's hit points. Use magic to freeze time when Nautikill is near the bottom, and then hit it with your best shot. By sticking to the lower right corner, you can avoid Nautikill's initial charge and beat it with only four time stops.



This Is No Waterslide!

The vertical climb is down in this case, and again you'll find the enemies harshly placed. In some instances it's virtually impossible to get through without taking damage unless you vaporize the defenses with an Elemental Spell. Try to save up your magic power for the Big Boss.



Go To 3-3



Something Fishy's Going On

As the Fish, the Sea Hag is simple to beat. Stay as far away from it as possible and hit it with your throwing stars.



To Nautikill

ACT IV

4-1 thru 4-2

INTO THE UNDERWORLD!

4-1 Start



You're about to enter one of the most challenging stages in the game—the underground domain of the creatures behind all the trouble. It is time to strive for complete excellence!

Scrolling Scorpions!

Mondo sicko scorpions are the standard baddies in this cave. Stand your ground and don't scroll them off the screen, or they'll come back fully powered. Make short hops to dodge their shots.



If you must back off, don't go too far or you'll lose your progress.

Hit And Hop!



Low Clearance Ahead

With the low ceiling, it can be harsh to attempt a jump over the spikes. You might want to use the Damage Shield and run over them, or transform into the Eagle and fly over.



4-2 Start



ACT V

5-1 thru 5-2

THE PALACE OF EDOGY



5-1 Start

This is it, dudes! The final level in this far-out affair. Be patient as you advance, with your zap energy fully charged at all times. You'll encounter some familiar foes, but here they take more hits to defeat.



Plant Head

This is a hardy vegetable head, but it's basic to defeat. Shoot the eye-ball tentacle a few times until it starts spitting seeds. Attack it from a distance, timing your shots to strike when its mouth is open. It takes a ton of shots, but it's easy.



Go To 1-2

BOSS

FANG OF THE UNDERWORLD

If you're looking for creepy, this dude Fang fits the bill to a T, as in *Totally!* Transform into the Eagle and catch air to avoid the Energy Pods he tosses. Be ready to rise above the energy streams which the Pods fire upwards.



Even though you can't avoid Fang's charging attack, he rarely reaches you anyway.

'Gator Hater

We recommend an aerial path over this 'gator infested pool. Although it's possible to ride the 'gators across, they occasionally jump and that will result in a most embarrassing pin cushion head from the spikes on the ceiling.



To Fang



5-2 Start

To Edogy



Go To 5-2

Super Strong Boss Man

Of all the boss Bosses, this one is the bossiest. His head is the weak point—when he comes close to you, use Stop Time to freeze him and hit him with a full power zap or three. You'll have a gnarly time defeating this guy using any tactics.



BOSS EDOGY

So this is the megatonnage evil bad dude behind all the trouble! Edogy pits fireballs in a circular motion—hop to it and avoid these powerful projectiles. You can fake him out by jumping, but you'll want to keep your feet on the ground so you can blast his feet, which are his only weak point. Be excellent and you will be most triumphant!



CLASSIFIED INFORMATION



TELEVISION AND COMPUTER TMNT II THE ARCADE GAME

FROM AGENT #234

Stage Select

You may already know about the TMNT II Ten Turtle code which adds to your Turtles in reserve. Now our Agents have come up with a code which will allow you to begin on any stage of the game. On the Title Screen, press Down five times and Right Seven times on the Control Pad. Then press the B Button, the A Button and the Start Button. After you select your Turtle, the Stage Number will appear on the screen. Change this number by pressing Left and Right on the Control Pad, then press the A Button to begin on the desired stage.



Press Down five times and Right seven times. Then press B, A and Start. After you select your Turtle, change the Stage Number by pressing Left and Right on the Control Pad. Then press A to begin.



In case you missed the Ten Turtle code, here it is: At the Title Screen press Up, Right, Right, Down, Down, Down, Left, Left, Left and Left again on the Control Pad, then press the B Button, the A Button and the Start Button. You'll have 9 Turtles in reserve. We're working on the ultimate TMNT II code now which will work both as a Ten Turtle code and a Stage Select! Look for it in a future issue.

ADVENTURE ISLAND

FROM AGENT #909

World Select Mode

Sail away to any of the eight Adventure Islands instantly with an easy to enter code. As the Title sequence is on the screen, press Right, Left, Right and Left on the Control Pad. Then press the A and B Buttons in the following sequence: A, B, A, B. The message "World Select Mode" will appear with a list of all of the Islands and a cursor pointing to Island #1. Move the cursor by pressing Up and Down on the Control Pad and press the A Button to begin on the desired Island. By using this code you can begin on an advanced stage of the game, though you won't have any of the special items that you might collect in the early stages. If you're an inexperienced island adventurer, you may want to start from the beginning to make the later stages easier to conquer.



Press Right, Left, Right, Left, A, B, A and B when the Title sequence is ending to have the option to select any Island from the beginning.

STARTROPICS™

UNWILLING TOY

■ FROM AGENT #660

Long Gap Leap

Get much needed help from a hidden Potion in the first underground passage of Chapter Six by faithfully leaping over a gap that seems much too long. In the room where Muumus walk around a square path, there's a Sink Tile near the exit Gate and a solid Tile far to the right with only water visible between them. After you defeat the Muumus, jump to the Sink Tile and quickly leap to the right, aiming for the Tile in the upper-right corner. A new Tile will appear between the other two Tiles and save you from falling into the water. Jump again to the right and another Tile will appear, producing a Switch on the far right Tile. When you hit the Switch, a Potion will appear on the first Tile that emerged. Collect the Potion and move on. You'll find other special items by using the same method elsewhere. If you see a Tile that looks unreachable, try to leap to it anyway. You may be surprised by a last second save.

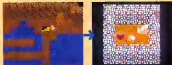


Instead of making the room inaccessible after the Muumus have been defeated, jump to the right from the Sink tile. Two Tiles and a Potion will emerge from the empty depths, making the challenge almost easier to endure.

Extra Hearts

One of the most challenging sections of StarTropics is the second underground battle in the Lost Ruins of Chapter Six. Not only is the passage long, but the enemies inside are strong and numerous. It helps to have as many Hearts as possible before you go into battle and our Agents have found a way to accumulate two full rows of Hearts. In the area outside of the underground passage you'll find a simple maze which leads to a Big Heart. Usually, if you collect a Big Heart that Heart will never show up in the same place again. This particular Big

Heart, though, will come back to be collected again and again. Once you collect the Heart, go to the beginning of the battle scene, then exit and retrace your steps. Continue on this path until you have accumulated the maximum of 22 Hearts. Then fight to the end of Chapter Six with extra endurance.



Collect the Big Heart in the Lost Ruins of Chapter Six. Then enter the second underground passage. Leave and collect the Heart again. Continue with this loop until you have two full rows of Hearts.



PALA MEDES

■ FROM AGENT #174

End Select

For a little extra motivation to finish this puzzler, you can preview the celebration that will take place when you complete each level before you start playing. While the Title Screen is showing, press and hold Right on the Control Pad of Controller II and the A Button of Controller I. Then press the Start Button of Controller I. An Option Screen will appear, allowing you to look at the end of each stage and the end of the game.



When the Title Screen is showing, press and hold Right and A on Controller II and press Start on Controller I for the option to view the ending screen.

CLASSIFIED INFORMATION

SILVER SURFER

FROM AGENT #451

Unlimited Continues

Last issue we reported on a Password for this challenge which will allow you to begin with a full load of weapons. Now our Agents have found a Password which gives you unlimited chances to Continue. On the Title Screen, press Up on the Control Pad of both Controllers and the Password Screen will appear. Enter SJM333 as your Password and press the Start Button when the game requests another Password. When you play, you'll be able to Continue as many times as you wish. In case you missed it last issue, the Password for full Weapons is CKWJT4.



Press Up on the Control Pads of both Controllers. Then enter SJM333 as your Password. You'll be able to Continue whenever your game is over.

MEALSTORM

FROM AGENT #710

Self Destruct

While the leaders of the advanced stages of this space thriller may be difficult to defeat, the machine at the end of the first stage will literally self destruct if you give it enough time. When you get to the end of the stage, stay in a safe spot just left of center and wait. In less than two minutes, the machine falls apart on its own accord. Defeating the other machines, though, will require more work.



Wait out the leader of the first stage and watch it self destruct.

DRAGON WARRIOR

FROM AGENT #043

Stolen Thunder

Earn an endless supply of Gold Pieces by selling the Staff of Thunder over and over again. You'll need the Gold Key, Silver Key and Jailor's Key in order to reach an Evil Clown locked in the Jail of Midenhall Castle. Defeat the Evil Clown and, if you have room for another item, you'll receive the Staff of Thunder. Go to the store near the gate of Midenhall Castle and sell the Staff of Thunder for 19,500 Gold Pieces. Then visit the King and save your progress. Press Reset on the Control Deck and resume your quest. The Evil Clown will return to the Jail of Midenhall Castle again. Defeat him and you will receive the Staff of Thunder again. Continue to collect and sell the Staff of Thunder until you have reached the maximum of 65,535 Gold Pieces.



Defeat the Evil Clown in the Midenhall Castle Jail and collect the Staff of Thunder.



Sell the Staff of Thunder in the shop outside Midenhall Castle, save your quest by speaking to the King, reset the game and return to the Jail to collect the Staff of Thunder again.



SHADOWS OF NINJA

FROM AGENT #439

Stage Select

Start this action-packed ninja battle at the beginning of any stage with a special Stage Select code. When the Title Screen appears, first, choose the number of players. Then press the A and B Buttons in the following order: A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B. You'll know that the code has been entered correctly when you hear a short bonus sound. Consult the table in the next column and press and hold the buttons that correspond with the stage that you'd like to select. While holding the buttons, press the Start Button on Controller I twice. You'll begin in the selected stage! To choose the Music Selection Screen, enter the code as described above, press and hold the A and B Buttons on both Controllers and press the Start Button on Controller I. When the Music Selection Screen appears, press Left and Right on the Control Pad to change the music titles and press the A Button to start the tune.



On the Title Screen, press A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B. Then press and hold the buttons that correspond with the stage that you'd like to select and press the Start Button twice to begin!

After you enter the initial Stage Select code, press and hold the buttons shown on this table and press Start twice to go to the desired stage.

Stage	Controller I	Controller II
1-1		
1-2		B
1-3		A
1-4		A, B
2-1	B	
2-2	B	B
2-3	B	A
3-1	B	A, B
3-2	A	
3-3	A	B
4-1	A	A
4-2	A	A, B
4-3	A, B	
5-1	A, B	B
5-2	A, B	A
Sound Test	A, B	A, B

While you're selecting a stage you can make your fighter invincible. Enter the Stage Select code and while you are pressing and holding the buttons which correspond to the desired stage, press and hold Down on the Control Pad of Controller II. Then start the game. Your fighter will be unaffected by enemy fire, but the Life Meter will still lose energy if your fighter falls into a bottomless pit.

Wanted: Special Agents

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips.

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 Redmond, WA 98073-9733



Sword Master™

The Duel Of Destiny!!



A Clash Of Steel

Journey back to the days of yore as a Master Swordsman in Activision's new action/adventure. There you'll find that the Kingdom of Eledar has been laid waste by Vishok the Serpent God. No one, save you, remains to challenge him. En garde!



You'll gain valuable Experience Points as in a RPG adventure.



Passage Of Perils

Through forest, town and castle you must pass, cleaving your path with a keen blade. In all, there are seven levels, most of them in the castle.



INNER KEEP

THE FOREST



SHERIDON



CASTLE ENTRANCE





Mastering Swordplay

Use three basic attack techniques and two defensive stances to combat and fend off the enemies. Also master the different jumps.

Attack

OVERHEAD STROKE

The Overhead Stroke, worth two Hit Points, is effective against most enemies except those that attack low to the ground.



SIDEARM THRUST

The Sidearm Thrust is worth one Hit Point. Strike straight ahead at your enemy, but watch for a counterattack.

JUMPING

Perform a jump with an Overhead Stroke for a strong attack worth three or more HP. Hit the A Button twice in a row for Super Jumps that reach High Flying Bats. Stay off a ledge, then hit the A Button for a Falling Jump.



LOW THRUST

Kneeling and thrusting your sword forward is worth one Hit Point. It's a good attack because you'll be well defended.



LOW SHIELD

Stand in defense against low attacks. If an enemy reaches your lowered shield it will receive a stab.



Defense

HIGH SHIELD

Push up on the controller to defend against Eye rays and the Overhead Strokes of enemies.

GAME PAK DATA BOX SWORD MASTER

MFG ACTIVISION

MEMORY TM & © M

MMCS

POWER METER

Graphics & Sound	3.4
Play Control	3.2
Challenge & Excitement	2.9
Theme & Fun	3.1

©1990 ACTIVISION ©1989 ATHENA



Know Thy Spells

The numbers reflect Experience Points used and the HP inflicted

MAGIC STAFF



The first magic spell fires balls of flame a short distance. You won't have a shield, though, so don't waste HP and Experience Points using it.

for spells cast with or without the B Button.

FIRE



A scolding fireball singes your enemies, and if you hold down the B Button the fireball transforms into a raging inferno that evil beings can't withstand.

BOMBS



Like the bombs thrown by the Grim Reaper, this spell takes explosives at the enemy. Save up your Experience Points for the final boss before attacking with magic.

THUNDER



Although this spell is called Thunder, its power is a ball of lightning that moves across the screen. Press the B Button to make the spell devastating.



DUNGEON



CASTLE CORRIDOR



THE COURTYARD



LEVEL 1

THE FOREST

It is the Forest of Living Darkness, home to Bats, Wolves an Ogre and Marillious the Wizard. Attack every enemy to build up your Experience Points. Even if you start over, the Experience Points will remain.

Enemies Vx2 S B V D V D Vx2 D V B S D-2 Vx70VW



Bruised And Battered?

The Bats provide great Points and Experience Points—both vital to your cause—but you'll have to attack every by jumping or Super Jumping.



Gorak The Ogre

Make an delirious Gorak are below. Once you get past him, though, come back to the left side of the screen to avoid being hit by wolf Wolves and cold Bats.



MARILLIOUS THE WIZARD

He is a master of magic who can disappear and reappear in different places. Beware of his blue rain and blue fireballs!



LEVEL 2

SHERIDON VILLAGE

The villagers have fled, leaving you alone to clean up the town. Here you'll find Fire Elementals, Zombies, and the mysterious Evil Eyes. If you duel the Knight of the Serpent and win, you'll earn the Magic Staff.

Enemies FE FE C FE Z FE C FS-S FE Z FF K



One Evil Eye

The Evil Eye can't be destroyed. To get past it, stand at the bottom of the map and jump when the Eye is at its highest point, then move forward and jump again.



Two Evil Eyes

When the closest Eye is at its highest point, stay beneath it and use an Overhead Stroke. Timed correctly, the backswing knocks the Eye above you backward out of the picture. Now jump over the second Eye.



KNIGHT OF THE SERPENT

Like you he is a master swordsman, capable of matching you stroke for stroke, parry for parry. At first he may seem well high level, but he has weaknesses.



MASTER THE MONSTERS



For every foe there is at least one winning strategy, but there may be more.

V VAMPIRE BAT HP 1

These blood-sucking, undead mice can be grounded with one Blow. But to hit the highest ones you'll have to use the Super Jump and Overhead Thrust.



D DIRE WOLF HP 1

One Wolves, whether leaping or running on the ground, can be defeated easily by knocking. When the Wolf hits your shield he will become a leaping ferret.



S SKELETON HP 5

Overhead and Straight Thrusts will work best against this heavy warrior. You can also stomp him to knock him up. Try a magical effect.



O OGRE HP 5

Like most ogres, Gorak is slow. Either jump and hit him with an Overhead, or stomp straight ahead and quickly step back out of the range of his club.



W WIZARD HP 13

Raise your shield to block Marillious' blue rain, or kneel to block his fireballs. When he appears close to you, stomp quickly then knock his attack. Keep to the left to avoid being hit when he suddenly appears.



LEVEL 3

CASTLE ENTRANCE

Inside the castle dwell even more fearsome creatures: giant lizards, evil knights and the Grim Reaper for starters. If you survive the Reaper, you'll gain the magic spell of Fire.



On Your Knees

One of the best attacks against the Zilassar and other foes is to kneel and inch forward. Sometimes you'll inflict damage just by touching the enemy with your shield.



THE GRIM REAPER

He is the master of death, armed with bombs, fireballs and a scythe. Even worse, he has a Healing spell and may refill his energy in the middle of a battle.



LEVEL 4

THE COURTYARD

Broken columns and crumbling ledges are just the beginning of your worries in this area. The Fire Drakes are treacherous and the Gargoyle is waiting. The Bomb Spell goes to those who clear the level.



Falling

A new jumping technique—the Falling Jump—is needed to leap from columns to columns safely. Stay off a ledge, then as you begin to fall press the B button to jump.



Landing

Always deflect enemy enemies before you jump. If you jump first, they'll usually knock you off into a bottomless abyss.



THE GARGOYLE

Most of the time the Gargoyle slanders as a mere statue, but when you walk him up he looms above you hurling a shower of fireballs.



FE FIRE ELEMENTAL HP 1

When the Fire Elementals sweep down upon you, a shield shield will protect you, but you won't hurt the Elementals or gain Experience Points. Jump and dash to defeat them, taking particular care to time your jump to hit the Elementals' painful forehead.



C CREEPING GHOUL HP 1

These wretched animals of percolating evil are certainly creepy, but they're also easy to defeat. Just don't let them track you with their poisonous blood!



Z ZOMBIE HP 1

As disgusting as the Crawling Bloods, but able to stand on their own two feet, Zombies need not be touched.



FS FIRE SEED HP 1

Like Berg, flying mushrooms they come swooshing through the lower and castle. Seeds are difficult to mark. Use the Spear Jump and Overhead Strike to collect their Experience Points.



K KNIGHTS OF THE SERPENT HP13

It's the deal of the century! Your best attack is to chase it, step to your feet and make a quick hit job. Then, immediately move back out of the knight's range. Keep repeating this. An alternative is to jump in, attack with the Overhead Thrust, then jump back.





LEVEL 5 CASTLE CORRIDOR

The path is clear and enemies like the Grim Reaper and the Gargoyle will be familiar. But beware the hasted assault of Flail.

Enemies: Y-4 GR Y-5 F Y-5 G Y-3 F



EMERALD DRAGON

The fuming breath of the Emerald Dragon scorches everything in its way that isn't shielded.



LEVEL 6 THE DUNGEON

Not all of the traps devised by Vishok are living. Here in the dungeon each step could be your last if you don't watch for crushing Balls, thrusting Spears and falling Stones.

Enemies: SLx2 SLx2 8



Balls & Spears

When the Ball is at its highest point, dash beneath it. As for Spears, wait until they disappear, then step across.



Falling Stones

Look for stones that seem to be lying over the regular street. They loosed them then back up to strike down boulders without letting you.



THE BARBARIAN

The Barbarian, a warrior from another dimension, wields a mighty axe, and he can also hurl it like a boomerang so that it returns to him.



ZI ZILLASAUR HP13

Stick for cover to protect against the Zillasaur's fumes. While kneeling, press Right on the Control Pad and you'll end up to the right of the fire. Once there, he's easy to dispatch.



FD FIRE DRAKE HP1

A Fire Drake is easy to defeat. Just make sure you do so before jumping into its territory. If you don't, you'll be sorry.



F THE FLAIL HP17

Move toward Flail quickly when he appears. When he jumps, move right. He won't stand a chance if you get behind him.



L LIZARDMAN HP13

His Jump Hiss is powerful, but he has a weakness. Stay close to the right side of the screen and attack from a kneeling position.



G GARGOYLE HP17

The Gargoyle hovers above you, hurling blue fireballs in your face. Hit nice. Give him a lesson in manners by jumping and using an Overhead Stroke. You can trap him in the right-hand corner by repeatedly jumping and attacking. Otherwise, dodge his fireballs by attacking on one side and flee the other.



E EMERALD DRAGON HP17

Protect yourself by standing behind the shield. Jump and attack after a fuming breath, or move forward when the dragon hops backward.



GR GRIM REAPER HP17

Keeping just out of range of the Reaper's scythe, kneel and stab. Then adjust your position as you maintain your distance. The Reaper's leaping breath should go over your head if you're in position.





LEVEL 7

THE INNER KEEP

Now that you've reached the heart of the castle you should make sure your Experience Meter is full so you can use magic. The powerful knights and sorcerers are your greatest trial.

Enemies W-3 S W-3 L W-3 K Y-4 B W-3 GK W-3 SK Y-4 DS



Casting Spells

Try to save your Experience Points for casting spells against the hoodlums of the last guys here in the Castle's Keep, but whatever you do, don't let your Experience Meter reset on this final level!



DARK SORCERER

The Dark Sorcerer has a reputation of evil that is unwarranted in the kingdom. His attack will remind you of the Grim Reaper's, but he has a Thunder Spell in addition to the flaming balls and lightning bolts.



SL SLIME

HP1

Deep in the dungeon live the Slimes. They're easy to beat, but you may be an busy dodging Spores and Slimes that you forget them.



B THE BARBARIAN

HP21

Reluctant against the Barbarian is a matter using your shield and kneeling. Attack with an Overhead Strike once the barbarian sees in on its return sight. If you press the Barbarian far to the right, move back to the left for extra room.



GK GOLD KNIGHT

HP21



The Gold Knight once worked for the cause of justice, but he has been put under an evil spell by the Fire Mage and now you must face him in battle. The awesome Fire Spell of the Gold Knight shoots flames. Leap over the flames to get in close and attack, or use Spells from a distance.



SK SILVER KNIGHT

HP21

The Silver Knight, with a true knight's honor, has taken a different path and serves Vishok. When he leaps up, defend against the mace against with a raised shield. For regular attacks, use the lowered shield. Keep your distance and leap in for an Overhead Strike between his attacks.



DS DARK SORCERER

HP29

Attack from close in, as you did against the Reaper. Using your shield from a kneeling position is your only hope against the Thunder Spell.



FIRE MAGE

HP32

The Fire Mage is one of the two evil powers in control of the kingdom. When you meet him, stay near the left edge of the screen, kneeling for protection against his fire. Press forward to touch your shield against him. This is the same as an attack, but you do not expose yourself.



VISHOK

HP32

"Excellent. Another victim in my trap."

Vishok waits at the end of the quest. Aim for the oval mirror below his head and perhaps you will avoid the trap he has set.





THE BRITISH

A TOUR OF ENGLISH DEVELOPERS

The British Invasion: It was rock 'n roll in the '60's, but it's video games in the '90's. Again the creations of British artists are taking America by storm, but now the creative medium is the computer, and specifically the Nintendo Entertainment System.

Behind The Scenes

You probably instantly recognize names like Nintendo, Data East, Tradewest and Acclaim when it come to NES games. But have you heard of Rare, Software Creations, Ocean or Elite? These are just a few of the many development companies that work behind the scenes to create NES and Game Boy games for other publishers.

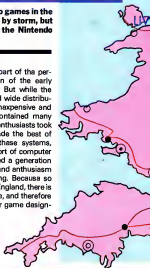
A publisher (also called a "licensee") of Nintendo video games has the resources and connections to market and sell a completed video game, but doesn't always have the staff needed to design and program one. Even those video game publishing companies that do have in-house programmers will often use outside development firms to create some of their games. And it just so happens that many of the best developers for the NES and Game Boy are in England.

The Culture Gap

Being in England does not pose as much of a problem as you might think to the British developers who make games for a U.S. audience. The cultural differences between the U.K. and U.S. are minimal, and usually don't affect game related subjects. Sports games are probably the most challenging subject for British programmers since

Why England?

England was as much a part of the personal computer revolution of the early 1980's as the U.S. was. But while the early British P.C.'s enjoyed wide distribution because they were inexpensive and easy to use, they also contained many "bugs." British computer enthusiasts took up the challenge and made the best of them. The low cost of these systems, coupled with public support of computer literacy in England, created a generation of users with knowledge and enthusiasm for computer programming. Because so many people use P.C.'s in England, there is great demand for software, and therefore many job opportunities for game designers. The demand for software and the supply of computer programming talent makes England an ideal location for video game developers.



sports such as basketball and baseball are popular in the U.S. but not over there. For example, Software Creations' programmers had to watch hours of video footage to gain insight into the subtleties of basketball for Magic Johnson's Fast Break. So far, many of the British developers have specialized in NES conversions of arcade games with proven popularity in the U.S.



© U.S. Pro Ate: Developed by Rare, published by Nintendo.

SH INVASION



A Directory Of British Developers

With almost one fourth of all NES games coming from England, a surprisingly small number of developers are responsible. The majority of British games have been done by Rare, but new companies dedicated to creating NES games are being founded all the time. Look for these names on the title screen of your games to see if you've been invaded!

- ① Argonaut Software Ltd., London
- ② Audiogenic Software, Ltd., Harrow
- ③ Beam Software (Opening a British office soon)
- ④ Elite Systems Ltd., Walsall
- ⑤ Genalin Graphics Software Ltd., Sheffield
- ⑥ Ocean Software, Manchester
- ⑦ Psygnosis Ltd., Liverpool
- ⑧ Rare Ltd., Twycross Works
- ⑨ The Softs Curve Ltd., London
- ⑩ Software Creations, Manchester
- ⑪ The Source, West Yorkshire

The Tour Starts Here

We had a chance to get information from only a few of the developers in Great Britain, and we completely left out the many developers from other parts of the world. However, from the few developers we had a chance to talk to, we not only learned a lot about each individual developer, but also about the game design process in general. Turn the page to find out more about four of the most successful British developers: Rare, Software Creations, Ocean and Elite:

	<ul style="list-style-type: none">① Wizards and Warriors: Developed by Rare, published by Acclaim.② Magic Johnson's Fast Break: NES soccer game developed by Software Creations, published by Tradewest.③ Silver Surfer: Developed by Software Creations, published by Acclaim Systems Inc.④ Loops: Developed by Audiogenic, published by Mistake.	 	 
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① **Dragon's Lair:** Developed by Motivation, published by CIG Imagesoft.



One of the best known NES development companies in England, Rare Limited, had its start 15 years ago in the coin-op industry. As soon as the NES began to gain popularity, Rare's programmers recognized the potential of the system and created a development system for it, making them the first NES developers outside of Japan.

Rare's premiere NES title, *Slalom*, began a developing-publishing partnership with Nintendo that continues to this day. Several early NES classics, such as *R.C. Pro-Am* and *Wizards and Warriors*, are Rare games developed for other publishers (Nintendo and Acclaim).

Now the largest developer that specializes in NES games, Rare has completed some 50 games for the NES and Game Boy for a variety of publishers. Between its British offices (located in a 300-year old building in central England) and its Miami branch, Rare employs 55 artists, programmers and designers.

Rare's programmers are committed to creating the very best games possible in the NES format and they enjoy the technical challenge of pushing the system to its limits. They are especially proud of *Marble Madness*, a game they created for Milton Bradley. The high speed three-dimensional scrolling is something many said couldn't be done on the NES. The same technology was also used in *Snake Rattle 'N' Roll*.



Snake, Rattle 'N' Roll



Slalom

Rare's game designing philosophy is "fewer products—better quality." Of the nine projects Rare's designers currently have in the works, they are most excited about *Battletoads* (which will be published by Tradewest). In designing *Battletoads*, they had

maximum creative freedom and planned much more than just an NES game. All of the characters were given backgrounds with the detail of a movie script. Rare and Tradewest are hoping that *Battletoads* will be the next big hit in the U.S., with as much tie-in potential as *T.M.N.T.* We'll have to wait and see!



"Creating a new generation of innovative Software" is the catchphrase for Manchester's Software Creations Ltd. The company was founded in April 1986 and has experienced rapid growth since then, now employing some 28 full time staff members, the majority of whom are under 25. Software Creations ROM Developments, a group formed in 1988 to work exclusively on NES games, has since created eight titles for the system, including *World Games* (Milton Bradley), *Magic Johnson's Fast Break* (Tradewest) and *Silver Surfer* (Arcadia).

But the game Software Creations' staff is most proud of is the award-winning *Solstice*, which was published by CSG Image-soft. Whereas Software Creations' previous projects were produced on order from other publishers, *Solstice* was a completely original idea designed by SC's development teams. This gave them the creative freedom that is sometimes lacking when they're designing a product to someone else's specifications. For example, when they convert an arcade game for use with the NES, their goal is to stay as close to the original program as possible.

When designing a game for the NES, the staff of Software Creations likes to create things which are original and technically difficult rather than just modeling



Solstice

their games after other successful titles. Software Creations' designers start with a main character and build a world around him or her. A main character may have as many as 48 frames of animation, while enemy characters have many fewer. Even though less time and memory is spent on the various foes a hero encounters, Software Creations' designers avoid "random baddies," pointing out that all the best games have enemy characters with lots of personality.

As for the future, SC has seven NES titles in the works as well as a handful for the 16-bit Nintendo system. Software Creations will soon open a new development facility especially designed for making video game software.



Michael Webb and Richard Kay of Software Creations.



Roy Mudd (head of Ocean's U.S. office) and Gary Bracey from Ocean Software Ltd.

Ocean Software Ltd. specializes in creating P.C. games and video games based on movie licenses and arcade conversions. Even though it may seem limiting to do games based on movies, there is still the challenge of coming up with refreshing ideas to accompany the titles. Plus, the recognition to the general public is greater when you do a game based on a popular character or movie. Ocean meets the challenge with a staff of over 30 in-house artists and creators. It is this group of creators, many of whom are self-taught, that has been the key to Ocean's success. Like many video game developers, Ocean's techs "reverse engineered" the NES and created their own development system. This process, in basic terms, involves disassembling the system and learning how it works inside and out (don't try this at home). Engineers then create a programming system to create games specifically for the NES. This is a great way for designers to become intimately familiar with the way the NES works. Among other factors, a company's development system often accounts for the unique look and feel of its games. Occasionally, companies sell copies of their development systems, but because research and design are so complex, the systems are very expensive.

After lengthy experience as a developer, Ocean will soon test the waters as a full-fledged publisher, or NES licensee, which means that it will control all aspects of creating and selling a game. Ocean's first game for the NES, *The Untouchables*, was recently released, and *Darkman* is currently under development.



Darkman



Like Ocean, Elite also focuses their product development strategy on "Character Merchandised" and arcade conversion software products. Elite has long provided PC software to users in England, some of it based on FamiCom and NES titles such as *Commando*, *Ikaru Warriors*, *Mighty Bomb Jack* and *Ghosts 'N Goblins*. Elite is just beginning to convert in the



Dragon's Lair

other direction, creating games for the NES and Game Boy under its associated development house *MotiveTime*. So far *MotiveTime*'s staff has created *Dragon's Lair* for the NES and *Dragon's Lair: The Legend* for Game Boy (both published by CSG).

Elite provided us with a list of what it supplies to its customer (the publisher of the game) in a "development package":

- Initial Appraisal and Investigation
- Design Documentation
- Product Development
- Internal Work-In-Progress Evaluation
- Testing
- Documentation
- Product Support

Developers provide more than just the game design. They often help do research on what kind of games will sell and they provide support during and after the design process. Before Nintendo will stamp its Seal Of Quality on a game, it must be bug-free. Technical quality is the responsibility of the publisher of the game, and for that they may need the assistance of the developer.

As you can imagine, all this isn't cheap. Although prices vary from developer to developer, it would cost at least \$75,000 just to get one game developed. This is not including any production or marketing costs.

IN THE FUTURE

Although all the developers we talked to enjoy creating games for the NES and Game Boy, they were also excited about the potential of Nintendo's 16-bit system. Many had projects in the works, and we can't wait to see them. Not only does the 16-bit system offer us new game play possibilities, but also the opportunity to experiment on 16-bit development. Stay tuned.

S.C.A.T.

SPECIAL CYBERNETIC ATTACK TEAM



Where No Man Has Gone...And Lived

The Special Cybernetic Attack Team, or S.C.A.T. for short, is on a desperate mission to save Earth. Sound familiar? Natsume's first release of an NES game in America doesn't break any new ground in the storytelling, but the five blistering levels of action and exciting two player option will keep action fans glued to their TVs. From New York to outer space you'll light up the sky. Extra maps and strategies for defeating the higher levels are on the back of this issue's poster.

ARNOLD



It's not an average Joe before the President called. Now, with cybernetic enhancements, he is more dangerous than any man on Earth.



SIGOURNEY

She is the match of any man or robot, a master of weapons and tactics, and her basic abilities are more than skin deep.

GAME PAK DATA BOX

S.C.A.T.
NATSUME

MEMORY 1M 2M

4M 8M

ROMS MEAS	
Graphics & Sound	3.6
Play Control	4.1
Challenge & Excitement	3.4
Theme & Fun	3.1

TWICE THE POWER

Although playing S.C.A.T. alone is a thumb-numbing challenge, it's even more fun if you team up with a bionic buddy. Parts of the game are so thick with aliens that the extra fire power is almost a must. Both Arnold and Sigourney have equal abilities and can use any of the weapons that you collect along the way.



TWICE THE STRATEGY

Teamwork is the key to defeating the alien defenses. One player should face right while the other faces left so you will fight back-to-back. You'll still have to fly up and down the screen to pick off the aliens as they appear, but if you move quickly, none of them should penetrate your defenses. When attackers swarm from one direction, both of you should head into the attack.



"Listen up. If you lose all your Life Bars, but your partner has more than eight Life Bars, he'll give you one Bar and you'll stay in the action."

THE RIGHT STUFF

Besides gaining new weapons, you can also increase your Life Bars by blasting aliens. Only eight Life Bars show on the screen, but extra lives appear on the Game Over screen.

10550
LIFE 10

B BOMB

In areas where you need Blasters on rapid fire, the Bomb works well. Otherwise, Bombs themselves are slow to fire.



R RECOVER

Near the end of each stage, usually just before the final enemy, you'll find a Recover to boost your Life Bars.



MASTER YOUR BLASTERS

Each S.C.A.T. member has a pair of Blasters that can be positioned to fire at different angles. For maximum coverage, angle your Blasters about 45 degrees in the direction you are facing. If more enemies are appearing from a different direction, redirect your aim toward that sector.



BLASTER STRATEGIES

In parts of the game you'll fly up walls from which few enemies attack. To protect yourself against any aliens that do attack from the wall, angle your Blasters at 45 degrees toward the walls to sweep them clean.



"When Arnol used a laser blaster on normal weapons our Blasters fire multiple rounds. With the Laser and Wave, however, Blasters fire one round at a time."

L LASER

This is the best weapon, so hang on to it once you get it. Your shots are continuous and make a steady stream.



W WAVE

Next to the Laser, this is your best choice. The wide spread of the Wave can take out many enemies at once.



S SPEED

Increase your flying speed and maneuverability with this option. Get it as soon as you can.



STAGE 1

NEW YORK CITY

Like everyone else, the aliens want a piece of the Big Apple. Only problem is that they want it in pieces. Now the place is swarming with robots and defensive Lesers. You'll have to fly both horizontally and vertically while being attacked constantly. Grab the Laser Pod in the first Pod to make life easier.

Home Sweet Homing Missiles

The only tool enemies you'll have of these weapons is how you destroyed them. The large pod launches missiles that "home in on you." It's best to destroy the pod quickly before it fires the missiles.



Start Map 1



Start Map 2

What Goes Up Must Come Down

Coming down the side of a skyscraper is no easier than going up. Use the same strategy with your Blasters that you used while flying upward. Take out laser beams before passing in front of them.



No Jumping Allowed

Robots: Hoppers fire balls of energy that trap up off the screen. A few seconds later they'll fall back to the ground or rooftop. Don't let there get a jump on you. As soon as you see them, start blasting. If they jump off the screen and fall back, they'll be landed you, and more dangerous.



Go To Map 2

Be Prepared For A Pain In The Back

As you ascend the towers, beware just a few feet from the wall, most of the enemies will attack from the left. That means your main weapon should be aimed to the left. But lasers and flying robots may also attack from the wall itself, so pick them up using your Blasters. When you descend, reposition your Blasters to cover the wall behind you.



Forward Ho!

Always reorient the Blasters according to the direction of attacking aliens. For instance, if you destroy all the lasers and gain on a hallway, you should aim the Blasters forward to help meet the threat of incoming foes.



All Tanked Up And Nowhere To Go

At the edge of the city waits a giant tank that fires energy beams from an eye and wrecking balls from portals on its platform. If you have the Laser it's easy. Stand on the platform just to the left of the first portal and continuously fire while aiming your upper Blaster at the eye. Without the Laser, you'll have to dodge the wrecking balls.



With the Laser, just stand on shelves and blast away. Nothing could be easier.



It's like using the Laser. Aim for the eye and dodge the balls.

SC.A.T.™

SPECIAL CYBERNETIC ATTACK TEAM

Our continuing coverage of S.C.A.T. (48) will take you from a sub-filled with the invading alien Malmort to his orbiting space you'll learn the secrets of riding Astrotube and how to storm the ship. Your mission to save Earth from a tyrannical space empire has just begun. Your Lasers and hitch up there. This is life in the fastest lane.

STAGE 2

SUBTERANEAN REALM

The aliens have dug in for the long haul here in the heart of the planet. You'll grapple with huge mechanical arms while avoiding the concentrated fire of enemy robots as you seek the Astrotube.



The subterranean realm is a dark, claustrophobic environment. You'll navigate through a maze of pinkish-purple crystalline structures and avoid enemy robots and mechanical arms.

Start Stage 2



Start Map 2



Danger From Below

While passing beneath the two columns, you'll be exposed to attacks from below. Position your Blasters to fire straight up and down.



Cyber Snake

At the end of the underground is an alien monstrosity in the form of a snake. Stay in the middle of the chamber, firing at the snake's head and dodging the homing missiles.



STAGE 3

THE ASTROTUBE

The gateway to space is like no other challenge you've faced. Once you reach the vertical tube, the screen begins scrolling by in a blue/green blur. It seems like an endless journey, and the aliens never let up. Here you will meet newer and more dangerous enemies including aerial mines.

START
STAGE 3



Blink And You're History

The most confusing aspect of life in the Astrotube is the speed at which the background passes. You feel as if you're out of control. On the upside, the enemies are so more numerous than before. Avoid getting the Snake halfway up. Their slow rate of fire is a definite handicap.



A.T. (from page
erranean world
forces of Vile
command. Here,
y the high speed
stellar Battle-
n from extrater-
n. So power up
bionic britches.



An Arms Race

elized
g toward
radically
to grab
directly at
them
flying



GO TO MAP 2



Tons of Guns

the end of this stage take out the upper and
wer guns first, then aim for the middle. If you
ve three Life Bars it'll be easy.



STAGE 4 THE BATTLESHIP

It's huge and red, bristling with lasers and protected by swarms of angry aliens. Your job is to reach the aft warp drive engines and blow them, but this is the most fire power you've faced yet and you'll need to play it smart. Take your time and don't waste Life Bars.

Blast

Use your upper
Blaster to zap
lower cannons
hanging just at
or below the level
you'll be out of
path of the Mjolnir
energy beams.



PASS THROUGH
THE AIRLOCK
TO OUTER SPACE

STAGE 5 THE ORBITING PLATFORM

Here in the ocean of space you'll find Vile Malmart's command post guarded by the greatest concentration of defenses ever seen. The laser cannon on the roofs and floors are brutal and the alien robots are the fittest fighting machines within a thousand Light-years.



START MAP 2

RINGS OF FIRE

The rings of energy are invincible,
but if you attack them at their
source you'll get by.



START STAGE 5



ing The Lasers



Battle On The Bridge

The Bridge of the Battleship is heavily defended. Knock out the twin lasers by blasting through the glass window.



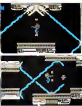
Wax The Warp Drives

By the time you reach the stern of the Battleship, you'll be ready for rest. No such luck. Dodge the missiles and aim at the Warp Drive engines with your Laser or Wave.



Laser Lapses

When you spot a laser, look for the ally zone before moving into the line of fire. Don't bother trying to blow it away. They're indestructible!



Vile Malmart

Like Darth Vader on a grander scale, Vile Malmart is a force to reckon with—a force of the Dark Side. Luckily your strategy is simple. Aim at his skeletal face while dodging the arsenal he fires at you. Not so luckily, he has quite an arsenal to unleash. Beef up your response by aiming your Blasters forward. Quickness counts, too. Make sure you pick up the Speed option early in Stage 5. And extra Life Bars will help big time.



TO MAP 2

S.C.A.T. has all the action and more to keep you alien hunters happy. The graphics are top notch too and there's even a computer generated voice you can understand! Two experienced Couch Crusaders playing simultaneously won't have too much trouble, but if you're alone, watch out!



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MAGIC
USE
ESCAPE

AUTO
DGC
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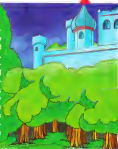
TRINITY

The Sword of Hope™

Prologue

Long ago, peace was assured in the kingdom of Riccar by a Sword which was thrust in a painting of the kingdom's most feared enemy. As long as this Sword, the Sword of Hope, was in place, the evil dragon would not use his force. The Dragon did, however, persuade the King to remove the Sword through the power of the mind. Since then, evil has reigned.

Hope Comes To Riccar
Most of the citizens of Riccar were transformed into Trees by the forces that commanded the Kingdom. But, one brave Knight escaped this fate and saved the King's son from certain death. Now this son, Prince Theo, has grown to manhood and it's up to him to free the Kingdom. This is a new role-playing adventure from Kemco/Softa Games.



.....Prince Theo Starts His Quest.....

Level 1

Pascal's Forest

Pascal, the knight who saved and brought up Prince Theo, has lived in this Forest since the evil era began. Theo will journey from here.

Talk to the Trees

While most of the citizens of Riccar have been turned to trees for many years, they still see and hear what has been going on in the Kingdom. Talk to them for information.



Marta's Gate

A Magician's Spell

LEVEL	EXP	HP	MP	STR	DEF	SPR	INT	LUK	SKL
1	0	100	100	10	10	10	10	10	10
NAME	HEALTH	STRENGTH	DEFENSE	SPRINT	INTELLIGENCE	LUCK	SKILL	EXP	LEVEL
THEO	100	10	10	10	10	10	10	0	1



The keeper of the shop (Area B) will offer to sell you supplies when you enter his establishment. Buy supplies if you have enough Gold. Then leave and immediately return. The shopkeeper will remember you and sell you a Treasure Chest in the next town (Area C). Open this Chest and you'll receive the Tool of Stone.

Come's Gate



Pascal's Stone Mill

As you begin your journey the Stone Mill (Area A) will activate much significance. Later, though, you will discover a secret of the Mill.



Marta's Key

There's a huge tree in the upper right corner of the Forest (Area D). Hit the Tree and defeat it when it turns into Pascal. You'll get the Key to Marta's Domain from this battle. Marta is one of the three Magicians who can assist you in your quest.

LEVEL	EXP	HP	MP	STR	DEF	SPR	INT	LUK	SKL
1	0	100	100	10	10	10	10	10	10
NAME	HEALTH	STRENGTH	DEFENSE	SPRINT	INTELLIGENCE	LUCK	SKILL	EXP	LEVEL
THEO	100	10	10	10	10	10	10	0	1



Level 2

Martel's Domain

Martel is a very mysterious old man and his domain is equally full of surprises. Explore carefully and forge on.

The Well



There is a hidden Wooden Chest over the Well. Lift it and you'll be able to enter the Well.

To Level 3-B



To Level 3-A



Claim The Ruby Charm



Not all of the inhabitants of the Kingdom will believe that you are the prince. You can convince them of this fact by showing them Queen Fey's Ruby Charm. You'll find it in the Church. Talk to Martel before you will be able to walk in the Church's Altar (Area 8). Use the Spell of Braces there and you'll receive an Ajar Charm. Then walk to the Pipe Organ (Area 9) and use the Charm there. The Charm will transform into the Ruby Charm. Return to Martel and he will believe that you are indeed the prince.

Level 3

Martel Assists

The Well in Martel's Domain is home to many strong enemies such as Goblins and Slugs. Take supplies with you and keep fighting.



To Level 3-B



To Level 2-A



Prinze's Sword

Go to the well in the upper left section of the Well (Area 8) and a You will appear. Click the Wine and the Wine will turn into a Crown. A great Sorcerer's glass will be summoned by your presence. He will tell you of a Sapphire which you must find.



The Wine turns into

Go to the well in the upper left section of the Well (Area 8) and a You will appear. Click the Wine and the Wine will turn into a Crown. A great Sorcerer's glass will be summoned by your presence. He will tell you of a Sapphire which you must find.



Martel Assists

When you first speak to Martel, he will not believe that you are who you say you are. Bring him the Ruby Charm, and he'll open the gate for you. With a flash of magic, Martel will bring extra strength to your Sword by making it the Three-Star Sword. He will also ask you to help him with his pet pigeon which has fallen ill. Hit the pigeon lightly with your prince touch and the pigeon will be cured, laying a valuable White Egg.

L.V. 10 EXP. 200 MP. 1200

WEIGHT: 240
 ELEM. 240

WEIGHT: 100
 EXP. 1000
 ELEMENT: FIRE

The Ajar Calls

Throughout your quest, it will serve you well to occasionally return to the Ajar and use the Spell of Braces. The same force that gave you the Ruby will help with continuing stone.



Fight For Shadow's Key

L.V. 15 EXP. 300 MP. 1500

WEIGHT: 300
 ELEM. 300

WEIGHT: 100
 EXP. 1000
 ELEMENT: FIRE



There is a Treasure Chest at the bottom of the Well. A very strong Slug waits to scrytas you in the Chest. Prepare yourself for a battle before you open it. Then fight the Slug for possession of the Key to Shadow's Temple.

Level 4

Shabow's Domain

The creatures of Shabow's Domain are the most devastating that you've met to date. It will take skillful fighting to get through.

Shabow's Test

LV: 6	HP: 20	MP: 20
GOLD: 2,500		
EXP: 2,000		
MOVE:	CHARACTER:	WEAPON:
LOOK	OPEN	USE
COPY	MAGIC	ITEM
HEAT	POWER	

Shabow (Area 4) will not believe that you are ready for the task of restoring good to the Kingdom. To test your bravery, he will send you to a cold, dark Cave to retrieve the hidden Moon Fragment. To begin, Shabow will send you to a nearby swamp (Area 3).

The Royal Forks

Look at Shabow to pass the puzzle either straight or to the right.



Level 5

Shabow's Domain The Cave

Shabow has constructed this Cave to test the bravery of young fighters such as yourself. Follow the map and fight for the Fragment.

Cave's Key

LV: 6	HP: 20	MP: 20
GOLD: 2,500		
EXP: 2,000		
MOVE:	CHARACTER:	WEAPON:
LOOK	OPEN	USE
COPY	MAGIC	ITEM
HEAT	POWER	

Look at the Flow in Area F and a Wizard will pay out. If you can successfully beat this slippery foe, you'll earn the Key to Cave's treasure.

Choose Your Pathway



There are two routes in Area 5. Look at the wall and it will tell you that one is good and one is bad. The truth is that either route will help you.



Finally The Fragment!

LV: 5	HP: 22	MP: 12
GOLD: 370		
EXP: 634		
MOVE:	CHARACTER:	WEAPON:
LOOK	OPEN	USE
COPY	MAGIC	ITEM
HEAT	POWER	

The deepest, darkest corner of the Cave holds a Treasure Chest. Open it and a tremendous Shabow will appear. This is the creature you must defeat to get the Moon Fragment.

Gold Is Very Good

LV: 7	HP: 41	MP: 23
GOLD: 1,600		
EXP: 4,14		
MOVE:	CHARACTER:	WEAPON:
LOOK	OPEN	USE
COPY	MAGIC	ITEM
HEAT	POWER	

The old man in Area 7 will offer to sell you Gold Armor. The price is 250 Gold Coins but well worth it. If you're serious about your quest, you should buy this awesome protection.

Return Throughout!

LV: 9	HP: 34	MP: 3
GOLD: 510		
EXP: 624		
MOVE:	CHARACTER:	WEAPON:
LOOK	OPEN	USE
COPY	MAGIC	ITEM
HEAT	POWER	

Bring the Moon Fragment back to Shabow and he'll reward you with an even more powerful sword. His players will also give you an Egg.

Level 6

Camu's Domain & Camu's Tower

You'll see a Tower beyond the third and final Magician's Domain. You're getting close to the source of evil.



In the area where three springs originate, you'll meet a woman with magical powers. Eventually, she will help you with your quest.



While there are many Treasure Chests in the Tower, some of them can come to life and attack. Beware!



Wish Upon A Sword



Search the Domain for the Wish Sword. It's your only hope for victory in the battle ahead.

Level 7



Camu's Gate



The Moon is visible from the top of the Tower. By the time that you get there, you'll know exactly what to do.



The Last Egg



GOLD: 235
EX: 3552

DON'T WORRY. SHOW ME THE THREE EGGS YOU FOUND DURING YOUR TRAVELS."

You'll receive a third Egg once you complete your adventures in the Tower. All three of the Eggs will be very useful later.

There are many mysteries to solve and an army of monsters to defeat on your way to the Tower. Only a brave and experienced warrior can make it there.



Check the Stones in front of the Caves in Camu's Domain and you will find clues about Camu's whereabouts.



The quest is not over!

Fight on to the Castle and restore peace!

Ultima®



The Ultimate Quest For Game Boy

Finally there's an adventure for Game Boy to rival the scope and excitement of such NES hits as *The Legend of Zelda*. *Ultima: The Runes of Virtue* by FCI combines the thrill of hand-to-hand combat with the wonder of exploring a vast world. But that's only the half of it. As you journey among the five islands of Lord British's realm you'll delve into seemingly endless caverns in search of the missing Runes of Virtue. Supplied with food, magical items and weapons of your choice, you'll face mazes, fierce enemies and get advice from strangers who may or may not be telling the truth. Don't confuse this game with the NES versions of *Ultima*. You can build up your character as in an RPG, but the overhead view puts you directly in the battle. There's even a Game Link option for two players.

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Choose A Hero

Your quest begins by picking one of four champions, each with his or her own strengths and weaknesses.



Magic the Mage is a well balanced character who excels at the use of magical items. Her Strength and Dexterity will rise quickly.

Like the bard is a friend of Lord British, but his eye in the hole is a high Dexterity rating, making it easy for him to dodge during battle.



Even the Fighter begins the game as strong as an ox. He has the strongest weapon, too, but his Intelligence and Dexterity are low.



Shooting the Ranger is the most balanced of the characters and a good choice for your first adventure.



Weapons For Sale



In the store east of Lord British's castle you'll find daggers, swords, staves of ice, bow and arrows and more. More powerful weapons and armor can be found or purchased later in the game.

Keeping Fit



While exploring caves you're bound to collect Life Hearts and Magic Stones. Pack along some Food to refill Life Hearts or buy Hearts and Stones at the vendors shop before venturing back on your quest.

The Realm of Lord British

Brittania is a country of five major islands and several smaller ones. Sailing ships link most of the islands, but crossing to others may require the use of magic or a tunnel.

Your quest begins at the Castle of Deceit—your first goals.

Lord British near the caverns of Hatred and Deceit—your first goals.



Cavern of Deceit

Easy Money

Follow the directions below to earn money quickly and safely. The extra bucks will come in handy.



From the entrance to the cavern, head to the right and pass through the door into a corridor full of mushrooms.



Take one of the boys from Flea then go back down the corridor to the lower door. You'll meet Flea again. Don't believe everything he tells you.



After jumping down the hole, stay on the arrow and wrap to the left. This head up and to the right and take the five dollar piece.



To loop back to the cavern's entrance so you can repeat the steps above, head down to the arrow stairs, then the room with the X you saw back.



Runes of Honesty

The Rune of Honesty in the Cavern of Deceit is the easiest of the eight runes to collect.



From the Swamp Chamber take the stone door that led you to the Easy Money. Once you pass through the door, it vanishes.



Collect the boy from Flea, but this time take the upper door. Stepping on the floor plates activates a volley of arrows.



Forge a path by heading into the dead end, which opens up magically. Later, flip the switch in Kador's room when the Troll is at the top of his chamber.

In the Troll's room, you can protect yourself by pushing barrels in front of the Troll. When you see Flea again, ignore his advice and follow the path shown.



Head to the lower left chamber using the floor plates. The room is on the next level. Just flip the switches.



Magic Wand

With the Magic Wand you can burn the thick spider webs that block the ship that sails west.



Once again you must start at the Swamp Chamber in the Cavern of Deceit.



Use Flea's boy to open the lower door in the corridor. Head left to the room filled with bats, then take the ladder down to the next level.



Kador the dog has hidden a Hammer in the mechanism. Use it to break the barrel that blocks the ladder to the next level.



Ignore the ominous warnings and head up and to the left. When you find the troll, look for holes in the walls and the secret passage.



Get the boys and the mechanism in the lower room, but turn the other mushrooms. Use secret passages to find the Wand on the floor below.



Cavern of Hatred

Magic Axe

The Magic Axe is a potent weapon, although it inflicts less damage than the Sword.



Inside the cave, head down the corridor and into the rooms at the right. Battles through the rooms until you find the ladder.



In the lower level, enter the room with the fountain and set, and pass through the door on the far side of the room.



Start the center area of rooms to reach the left door more quickly, but if you do you'll risk not on a riddle and treasure.



On this floor you can enter the Arena and battle for treasure, or take the ladder pictured here and continue searching for the Axe.



Once again your fastest route is to circle around the outside of the maze to the ladder. Inside the rooms are mushrooms that give reusable items.



You'll have to push the floor plates and release the tigers to pass through this floor. Luckily you can keep the tigers caged by using the boulders.

Rune of Compassion



The Rune of Compassion is guarded by two Reapers who never sleep or wear hats.



Go through the Arena and past the statues that shoot spears. But if you like the mushrooms, prepare to do battle with a host of enemies.



Once you spiral past both sets of the angry statues, take the ladder to the right and climb down into Dr. Cat's room.



Push the boulders into the slots, then flip the switch and transform the rocks into water. Set the key in the left room, then take the warp to the corridor.



Now you'll need to get a key and flip a switch in order to reach the ladder. On the final level, eat the first mushroom and step on floor plates to dry up the stairs.



Cavern of Cowardice

Magic Rope

Use the Magic Rope to cross rivers and narrow channels of the sea or streams in caves.



Wind your way through the first level maze by heading clockwise, ignore the signs and be prepared for attacks by snakes. On the east floor, push the boulders out of the doors.



Battle through a winding labyrinth maze right through several more rooms of enemies to reach the ladder. On the level below, look for the hole in the right wall. That is the secret passage you need to take.



Throw the switch, get the enemies to distract each other by seeing between them and eat a mushroom to open a secret door. Skip it.

Rune of Valor

The Rune of Valor will prove your courage, but the path is long. Take extra food with you.



On the level where you get the Bee Food, head down and to the right. Use your Magic Rope to cross the streams, then jump down the hole.



Pick up the two keys on this floor, then flip the switch and head toward the lower left side where you'll find a hole leading to the next level.



The first few rooms contain boulders and a set of chests that jump from room to room. Follow the warp arrows and head to the left side of the maze and the ladder shows here.



Watch out for the Reaper and its allies of arrows. To reach the hole, you'll have to distract the bats and troll, then take a secret passage up into the room that is blocked by a boulder.



This chamber is full of warp arrows. Follow the arrows heading to the left and eventually you'll see a hole in the wall. Take the secret passage and you'll come to a warp disc.



The warp disc shown above transports you to the little room with the hole in the floor. Drop down to the next and final level, to pass the statues, run past the first set then move this by step.

On the eastern island you'll find the Cavern of Cowardice, and inside it, the Rune of Valor and the Magic Rope.





Cavern of Selfishness

Cast your Magic Rope across the waters to reach this eastern isle. Inside is the Rune of Sacrifice.



No matter what goal you seek, you'll begin in these chambers where you must dodge the Jugglers and find secret passages in the walls.



Rune of Sacrifice

To prove your selfless dedication to the ideals of law and order you must obtain this lost relic.



Only Lightning can strike the Black Knight.



Before it is set, see Exp Egg actually open something other than "Go up!" and look for the ladder.



Head down to this chamber and through the door at the bottom. Wandering around only wastes Life Hearts.

Magic Chalice

Become lost hearts when you gain the Chalice, but it will cost magic stars.



Enter the keys to open the door to the room of Exp Eggs and get the Treasure at the end of the webbed corridor.



Pull the switch in the room of Exp Eggs and see the Treasure in Treach' Dims. Go down and to the right.



In this area you'll have to contend with hordes of soldiers. Cut through their walls and look for the ladder.



To get to the first ladder, follow the Exp Egg. To get a key you'll have to attack a Treasure Chest.



Here you can take either the left or right ladder, then you'll have to enter the long curved passage in the wall. Just follow the black holes and work your way up to the door as shown.



Cavern of Injustice

To the west lies the Cavern of Injustice. There you will find lava flows and foot's gold and, perhaps the Rune of Justice.

Pan Pipes

The Pan Pipes freeze monsters in their tracks for a short while.



Like the sign in the entrance says, you only have 15 seconds to find two keys and race through these chambers. In the next chamber, go to the door to the right.



At the top of this chamber you'll find two doors. Take the first, in the chamber beyond, dodge Slime and head for the ladder. Beware that swampy areas slow you down.



Avoid the wavy arrows and wind your way to the far left side of the chamber. Now you'll have to walk through Wax. Take the lower door to find the Pan Pipes.

Rune of Justice

The Rune of Justice slows the Cavern of Injustice.



Back through the first door in 15 seconds to avoid the Bomballs in the next chamber, follow the trail to the right and take the upper door.



In this chamber, dodge the pesky Exp Eggs and head for the left door. Next, make your way to the ladder in the upper left-hand corner, but watch out for traps.



In the first chamber of this floor all you have to do is avoid the lava and head to the lower right-hand door. Then head up and to the left through the Wax.



Slimes, mice and other enemies attack as you open a ladder out of the path and head to the upper right ladder. On the next floor, take the lower door.



Put the key to the right then take the Hammer to the locked room. Break the barrel and go down. In the next chamber, go to the right treasure room and exit right.

Defeat the Slime using your most potent weapon, then find the door at the top of the chamber. Now get the Hammer from the mouse room and head left.

Defeat the enemies ahead for the Hammer, then go to the room marked with an X. Stop on the X to open a door. You're almost to the next room, but the quest is far from over.

R-TYPE[®]



▶ Battle From Beyond ◀

There's no need to panic! It's all under control. Yes, bloodthirsty aliens from the planet BYDO are on a collision course for Earth and, yes, you have been elected to battle them on your own. But, you do have the R-Type all-purpose space vehicle and it is perfect for your alien-annihilating needs. You'll do fine. Really.



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Power-Up And Take-Off

This is a perfect translation of the Arcade Classic.

Speed-Up



Get moving with an engine upgrade and maneuver with more confidence.



Laser



Beats this beam off barriers and most stuff!

Power Pod



Power Shuttle

This one's a Power-Up item.

Bubble



It's a blustering ball of energy that can destroy anything in its path.



Bubble



Guard the Allies with a steady stream of power.



Fire Chain

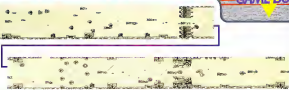


Spread a flame and take care of Allies' hordes.

After destroying your first Power Shuttle you'll earn this potent Pod of Power. Use it to shield your ship or to destroy enemies. It can be attached to the front or aft of your ship, or sent out ahead to spread your fire.

1
STAGE

The gateway to the Alien Base is guarded by a small troop of low-level creatures. It's just a warm-up for what's beyond.

LEADER
GLADIATOR

Looking like it suffered out of a sci-fi movie, the cold-blooded ruler of Stage 1 means to stop your advance short. Send the Power Pod to its stomach and blast away from a safe spot near the top of the screen.



If you don't have a Power Pod, you can knock out the Gladiator with five super shots. Hold down the B button and let go when the meter's full five times.

2
STAGE

The enemies are a little nastier in this section. They tend to surprise you by leaping out of the Alien ooze. Rapid firing is a key to survival in the BYDO Empire. Blast away!

LEADER
GOMBA

This weird creature is a biology experiment gone bad! As if the frenzied blasting isn't scary enough, there's also a silly creature attacking it and set of this machine trap. The weak spot is on the top. Mess over the Power Pod and get out of the way.



While you're flying above the Gomba, release the Pod. Then slip down to safety and call it back. It should stop right on the Gomba's weak spot!

3
STAGE

The Leader of Stage 3 is so large that it alone is the entire stage! Hit the Power Shuttles and get ready for a big, big battle!



CRUSADER

This huge behemoth is built to last. After you hit the Power Shuttle and over the Fire Chute, work your way under the Crusader, switch the Pod to the back when you get to the other side and release it to the left. Then lure it down to the weak spot and blast!



Keep fighting! We're counting on you!

MICKEY'S DANGEROUS CHASE™



Oh No! Where's Minnie's Present?

Mickey has bought a gift for his pal gal Minnie but the mean and jealous Pete has stolen it! Can you help the pint-sized twosome find Pete and get Minnie's special gift back? You'll have to get by some pretty wild animals as you chase Pete through Mickey's hometown. But with help from your pal Goofy and his special clues, you can't go wrong in this latest Disney adventure from Capcom.

STAGE
2

Danger looms ahead for our fun loving twosome!

Some of the friendlier animals here will let you ride on their backs. Find all four of the special bonus blocks and you can earn a 1-up. You'll need it here.



Only! How will they ever find Pete in here? Help them Goofy... help them!



STAGE
3

You'll need the Invincibility potion to get through the tough areas. Collect all the stars. You'll need them!



STAGE
1-1

Yay! It's Mickey's hometown! Make yourself at home while you check out all the houses in this star-studded village!



STAGE
1-2

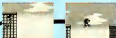
The shopping center is no place to window shop! Although the items are free, you'll have to work hard to get them here.



STAGE
1-3

Rough waters are ahead for you and your pal! Use this shiny new speedboat to get you where you want to go.



1-UP STARI!

Climb to the 1st house roof and jump to the 2nd house to get this special 1-up star.

BAD TO THE BONE!

Pete won't like this...! It's going to be a struggle beyond days for those pups if you use those blocks to clear your path.

**5-STAR BLOCK!**

Don't go too far to the right or you'll miss your chance at this super star!

**STAY DRY WITH THESE BLOCKS**

If taking two blocks to turn off these fire hydrants. Watch out for their spray of water!

TAKE THE EASY ROUTE

Don't go underground too soon. The spikes are very scary down here.

REACH FOR THE STARS

To get to the two 5-star Blocks, jump from the roof to reach the first then use the block to reach the second.

AHOY MATEY... ROCKS AHEAD!

Aye Cap'n! You gotta watch out for the rocks around here! Speed up your boat and you can jump over them.

YIKES! FLYING FISH AHEAD

With some quick timing, you can speed under the fish or jump over them to safe passage.

BONUS BLOCKS AHEAD

Stay at the head of the screen to get these special blocks, but watch out for other obstacles!

STAGE 4

There's a lot of work to be done to get through the business end. You'll have to make some tough jumps in some tight spots!

"A-hyuck. Gawrsh, that Pete is sure a tough guy to catch!"

"A-hyuck, A-hyuck... Goofy, you can follow me with endless continues, but I have Minnie's present! You'll never catch me..."

WWF SUPERSTARS

TM



"HULK HOGAN"™
© 1991 J&H ENTERTAINMENT, INC.

"ULTIMATE WARRIOR"™
© 1991 J&H ENTERTAINMENT, INC.

"MR. PERFECT"™
© 1991 J&H ENTERTAINMENT, INC.

"MILLION DOLLAR MAN"™
© 1991 J&H ENTERTAINMENT, INC.

"TED DIBIASE"™
© 1991 J&H ENTERTAINMENT, INC.

HULK HOGAN



Height:
6'5"
Weight:
303 lbs.
Power Move:
Uppercut

The Hulkster is undeniably the king of the WWF. No one has surpassed his fame or his incredible awe-inspiring strength. When they're not stunned by his power, Hulk's opponents are dazzled by the sparkle of his championship belts.



Pro Wrestling may not be the most believable sport around but it definitely is one of the funnest. And fun is what LJN's WWF Superstars is all about. From the opening insults to the after-match commentary, this game captures all of the excitement and spectacle of the "real" thing. Climb into the ring with a computer-controlled opponent or challenge a friend to a Game Link match. You can control one of the five most amazing wrestlers in the WWF Circuit. Thrill to the bone busting, kneedropping, mat-munching madness as these masters of the ring perform their most famous moves in crisp Game Boy graphics and super stereo sound. It's all there and all ready to go for the Compact Video Game System.

ULTIMATE WARRIOR



Height:
6'2"
Weight:
275 lbs.
Power Move:
Headbutt

The Ultimate Warrior is a fast and furious wild man in the ring. He can unleash a round of backflips faster in a quicky than even his most agile opponents will be wondering what hit them. And he won't stop 'til they're down for the count.



MR. PERFECT



Height:
6'0"
Weight:
257 lbs.
Power Move:
Kneelift

While he's not the fastest or strongest wrestler on the circuit, Mr. Perfect has style like no other. Mr. Perfect's moves are easy but come complete with his no-nonsense kneelift and "Perfect-Fix Suplex." Talk about level!



MILLION DOLLAR MAN TED DIBIASE



Height:
6'3"
Weight:
260 lbs.
Power Move:
Shin Kick

The independently wealthy Million Dollar Man has an aim for the prize money that he can get for participating opponents. It's the thrill of victory and intensity of competition that keep him coming back into the ring.



MACHO KING RANDY SAVAGE



Height:
6'2"
Weight:
245 lbs.
Power Move:
Bionic Elbow

The top man in vocal circulation is, hands down, Randy Savage. When his opponents are down they'll soon be out as the Macho King delivers one of his incredible anti-down-kneedrop. There's nothing else like it!



Come Out Fighting!

SELECT TIME LIMIT:

➤ NO LIMIT
➤ 5 MINUTES
➤ 10 MINUTES

There is some hot air exchanged between wrestlers leading up to each match but, once the timer starts ticking, fists and feet do the talking. Choose the length and number of bouts in the match. Then hit the ring and try to knock the energy out of your opponent.

BEST OF:
➤ 1 FELL
➤ 3 FELS



Start The Wrestling World With Your Winning Moves!

Pour On The Speed!

Some moves require a running start. Tap the Control Pad twice to take off toward the ropes and bounce back



with an unstoppable aerial assault. Your opponents will be reeling after you jump into their faces with fists or feet flying. This is a perfect way to break the ice at the start of the match.

The Headlock Rocks!

Once you've got your opponent down on his knees, press the B Button to pull him into a Headlock. Then you'll be able to punish him with one of three super moves.



Hit the A Button and you'll punch your opponent with a nerve numbing punch.



Push your opponent into a Spin by pressing Left on the Control Pad.



Flatten your opponent with power by pressing Right on the Control Pad.

Throw The Bum Out!



Once per bout you can press the Select Button to pick up end toss your opponent out of the ring. If you're already on the other side of the ropes, this move knocks him into the arena wall!

Watch The Clock!

Once you're out of the ring, you'll have only ten second to get back in!



Game Link For Extra Excitement!

While it is fun to take on a computer-controlled wrestler, the real excitement comes in challenging a friend to a one-on-one Game Link match. You can prove the superiority of your favorite WWF Superstar once and for all!



PAC-MAN

Namco turns an arcade classic into a Game Boy hit! This version of Pac-Man will let you compete against a friend in maze-to-maze action.

IT ISN'T THE OLD-FASHIONED GAME!

Two-player action and the ability to choose your own screen size are just some of the updates you'll notice in this game.



Get a close-up of the action or choose a full-screen view to keep an eye on those pesky ghosts.



FOOD DOTS, POWER PELLETS AND FRUITS

If a ghost gets too close, gobble up a Power Pellet and turn the tables on him. Grab fruits when they appear for big bonus points.



Find the Power Pellets in the four corners of the maze, then munch the ghosts for points.



The fruit treats are worth progressively more points, but they disappear quickly.

SPECIAL TIPS

Wait next to a Power Pellet, then munch it when the ghosts close in. Eat them all for 3,000 points.

A-MAZE-ING DIFFERENCES

Dodge ghosts easily at the top of the maze where more paths mean more maneuverability. Head for the bottom of the maze when no ghosts are around.



If you're in trouble, run to the top of the maze and lose the ghosts.



Use the warp tunnel to zoom ahead of those bothersome hounds.



You'll pop out on the other side of the maze home free.

WARP TUNNELS

Use the warp tunnel to get from one side of the maze to the other in a hurry.

QUICK TIPS

In the tunnel you're faster than the ghosts, but watch out for more of them on the other end.

2-PLAYER MODE

It's Pac-Man with a twist! You can play against a friend in head-to-head action where the highest score wins.



If you're Player One and you eat a ghost, it will appear in Player Two's maze.



New Player Two has five ghosts in dodge while you're only got three on your screen.



If you eat all four ghosts they'll end up in your opponent's screen giving him double trouble.



Four mazes will be clear, giving you plenty of time to eat food dots and reach 30 points.

CAESARS PALACE™

Welcome to Caesars Palace, where riches and fame are easy come easy go. The stakes are high and the bets are big, but the winnings can be even higher in this big time casino game from Arcadia. Your credit is good so let's get ready to play!

Men's
 Bathroom



Poker
 Machine



Three of a kind and the
 money is mine!



Jacks is better to me with
 a pair.



Come back and see how
 lucky whenever you want to cash
 in your chips.



Will you learn in a time or
 barely make a loss. Now
 you do won't depend on all!

Lady's
 Bathroom



Slot
 Machine



Three of a kind and straight
 in line to get your riches
 will be just this!



Lay your bets and get
 ready to spin. If the
 numbers match those you
 will win!



Black Jack



Place your bets and watch your cards. Split or
 double down only if it looks good. Insurance is
 sometimes your best bet too.

Roulette



Lay your bets, red or
 black, spin the ball and
 hope more comes back.

Walk away with our riches or leave
 town with only your shirt. You're
 always guaranteed to have a good time at Caesars
 Palace! Remember you can always come back
 again where your dreams are only a spin, pull, or
 deal away!

GAME BOY COUNSELORS' CORNER

THE FINAL FANTASY LEGEND WHERE IS THE AIRSEED?

There are a lot of mysterious goings on in the World of Ocean. One of the trickiest deals with the Airseed. This item allows you to enter a whirlpool and sink into an underwater world. You'll find a clue about the Airseed from an old man on an island to the east. He says that the Airseed is "on the palm tree in the center." He's referring to a palm tree on an island to the south. Ride the floating island directly south and you'll see the island with the

palm tree. Stand next to the tree, face it, and press the A Button to search. The Airseed



talk to a man on an island to the east for a clue about the Airseed.

will appear. If you are standing on the palm tree when you search, you'll miss it.



Head to an island to the south and search the area next to the palm tree.

THE FINAL FANTASY LEGEND WHERE IS THE RED ORB?

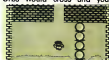
Once you have the Airseed, you'll be able to enter the whirlpool to the underwater world. Buy supplies in the town and move on to an evil castle. You'll receive a clue that says the Red Orb is "where two lines meet." This clue refers

to three rooms containing Orbs in the castle. One room has a vertical line of Orbs, another room has a horizontal line of Orbs and a third room is full of Orbs. Decide where the two lines of Orbs would cross and you'll

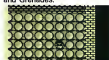
know where the Red Orb is located in the third room. Walk up next to that Orb and press the A Button to search. When you grab the Orb, Sei-Ryu will challenge you to battle. Use flame attacks and Grenades.



Another room contains a horizontal line of Orbs.



One room in the castle contains a vertical line of Orbs.



Decide where the lines would cross in the full room of Orbs to discover the Red Orb.

THE FINAL FANTASY LEGEND WHERE IS THE BLUE ORB?

The old man who originally gave you the clue about the Airseed has a riddle. He asks, "What is the value of 2 Longswords, 3 Goldhelms and 4 Potions?" Adding the values of these items, you'll come to a grand total of 989 gold coins. That is the cost of a Battlesword. Buy a brand new

Battlesword and equip your lead character with it. Then return to the old man and give the Battlesword to him. He will reward you with the Blue Orb. Once you have both the Blue and Red Orbs, you'll be ready to enter the tower again and continue your climb.



Answer the man's question by giving him a Battlesword.

NOW PLAYING

Title	Company	Play Style	Power Rating				Game Type
			G	P	C	T	
Bubble Bobble	Toito	GL	3.2	3.6	2.9	2.9	Party Action
Burger Time Deluxe	Dato East	GL	3.2	3.4	2.7	3.0	Party Action
Cosmos Palace Gambling	Arcadio	1P	2.9	3.6	3.2	3.4	Game of Chance
Castellan	Trifix	1P	2.7	2.4	2.8	2.9	Party Action
Extra Bases	Bandai	GL	2.5	3.2	2.9	2.8	Baseball
Mickey's Chase	Capcom	1P	3.7	3.9	3.2	3.4	Cook Adventure
Pac-Man	Nomco	GL	2.9	4.0	2.9	3.2	Action Classic
R-Type	Irem	1P	3.8	3.9	3.4	3.6	Space Action
Sword of Hope	Konami/Solko	1P/2P	3.8	3.6	3.8	4.0	RPG P-tying
Ultima	FGI	1P/2P	3.0	3.0	3.0	3.0	RPG P-tying
WWF Superstars	LJN	GL	2.4	2.4	2.6	2.9	Wrestling

Game Boy Chart Key:

1P=One Player

GL=Game Link=Two Players

G=Graphics and Sound

P=Play Control

C=Challenge

T=Theme and Fun

Power Meter Rating ranges from 1 (poor) to 5 (excellent)

COMING SOON

The big news in upcoming Game Boy games is that Mega Man from Capcom is near completion. It centers on characters from the original Mega Man game for the NES. Could this mean that Mega Man II and III are Game Boy bound? We'll let you know when we have more info.



Mega Man

Game Linking is becoming a popular pastime. Nintendo's F-1 Race comes with an adapter which allows four players to participate at once. Now Bullet Proof Software has plans to

release Faceball 2000 which will work with the four-player adapter and a new adapter which will allow up sixteen players. It's a first person perspective chase game with players piloting giant spheres.



Faceball 2000

Also in the works for Game Boy are Gauntlet II from Mindscape, an adventure from CSG Image-soft called Altered Space which looks a lot like Solstice, Final Fantasy Legend II from Square and Tecmo Bowl from Tecmo. Cool!

GAME BOY
TOP 10SUPER
MARIO
LAND

Mario continues to rock the top of the charts. This one could be a candidate for the number one Game Boy game of all time.

TMNT
FALL OF THE
FOOT
CLAN

Cool characters and great action make this Turtle's Game Boy adventure one that players keep on coming back to.

THE FINAL
FANTASY
LEGEND

Players are finding this one to be a real challenge. Check out the tips for the Game World in this issue's Game Boy Counselor's Corner.

4. TETRIS
5. BATMAN
6. PAPER BOY
7. GARGOYLE'S QUEST
8. CASTLEVANIA
9. DR. MARIO
10. DOUBLE DRAGON

Game Boy Top 10 rankings are determined by the votes of the Pros at Nintendo HQ, sales at NES retailers and the votes by readers of Nintendo Power. You can vote for your favorite Game Boy games by filling out your Player's Poll entry and sending it to us.

EXTRA!**ATLANTIC CITY MOVES!****EXTRA!****ACTION VIDEO**

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 Hasco Corporation

MONOPOLY**NES TURNS US ON POWER!**

GAME PAK DATA BOX	
MONOPOLY PARKER BROTHERS	
MEMORY	1M x 1M MMC
POWER METER	
Graphics & Sound	3.5
Play Control	3.3
Challenge & Excitement	3.5
Theme & Fun	4.0

AMERICAN GAMERS SHOCKED**MR. PENNYBAGS FOUND ALIVE AND WEALTHY!**

Essentially unchanged since it was introduced more than 55 years ago, Monopoly just stepped into the '90s with NES power, and even-die-hard board game fans are going to love it! The translation is faithful to the original, right down to the thimble, but with its voice enhancement and animated graphics, the game really comes to life on the NES. The dog jumps,

the horse runs and the top hat hops (everybody knows that white rabbits live in top hats). The strategies remain the same, but computerized banking, moving and rolling make the game play faster and keep the action happening. It's strictly official rules in this version, so there's no collecting money on Free Parking, giving deeds to other players, or stealing money from the bank!

BROTHERS ALMOST**MISS BOAT--****AND BIG BUCKS**

When board game creator Charles B. Darrow first took his idea to Parker Brothers in 1934, they unanimously rejected it. Too complicated, they said. Too many flaws. Undaunted, Darrow made Monopoly boards by hand and sold them himself. Lots of them. When Parker Brothers learned how successful Monopoly's sales were, they reconsidered and bought the rights to it.

**RUTHLESS LANDLORD SEIZES BOARDWALK IN SETTLEMENT--****"LOOKS LIKE A GOOD SPOT FOR A LANDFILL," SAYS NEW OWNER.**

In the wheeling and dealing world of Monopoly, the object is to bankrupt your opponents—before they can bankrupt you. Be tough! Play against up to eight real or computer opponents. Of course, you can always try to play on the sympathies of real people, but don't try it with any of the eight opponents generated by the game. Instead, get to know the business savvy of each. Arthur, for example, drives a hard bargain, but Maude insists on luxury and wastes her money shamelessly.



GRANDMA SWINDLED BY SHYSTER

"HE TOOK EVERYTHING BUT MY DENTURES!"

Monopoly games usually start with a buying frenzy. If you know which properties are good values, you'll be a step ahead of the competition. As in the classic game, players can buy unowned property from the bank when they land on it. If they choose not to buy—or if they can't afford to—the bank will auction it. The NES version also offers eight pre-set games, some of which distribute property in advance. You can even create your own pre-set game using the Game Editor. The payoff for owning property, naturally, is collecting

rent. In this version of the computer automatically collects for you, so sneaky tenants can't leave without paying! The downside of ownership? Cash flow problems.



Buy as much property as you can afford, especially if you can block another player's monopoly.



TOUGH CHOICE: TAXES OR FOOD?

"NO DINNER THIS YEAR, KIDS!"

Read my lips: You have to pay income taxes! When you played the board game, it was usually easier to pay the \$200 than figure out what your assets amounted to. In the NES version, though, book-keeping is made easy. When you access your main menu, you'll see your total assets in the upper right corner. With a little quick figuring you can decide whether you're better off paying \$200 or 10%.



This space is always selected. Figure out how much your assets are worth before you decide which option to pay.



FAMILY ESTATE AUCTIONED--

WIDOW, CHILDREN OUT IN THE COLD "BRRR," SAYS MOM

You can find some real bargains at auctions! If an opponent lands on

unowned property and can't afford to buy it, the bank will auction it automatically. Sometimes you can get the property for a song, but if someone else bids against you, the price can soar to well above its regular cost. Know the value of the property—and its worth to you. You can't bid more than you have, but don't give up without a fight!



If your opponents are low on cash, don't buy the property you land on outright. Get a bargain by outbidding it.

ACTION VIDEO

MONOPOLY

Monopoly fans persuaded Atlantic City officials not to change the names of Baltic and Mediterranean Avenues.

KENTUCKY FOR SALE!

RESIDENTS DISMAYED

To keep deeds in front of you, cut them from the color poster. Look to see what it costs to buy and develop the property, figure what the payback is, then consider how many rents you'll have to collect to recover your investment. Do players land on it frequently? Illinois, New York, and Boardwalk are the three busiest properties.

READING RAILROAD		MORTGAGE VALUE
Best	\$25.	
If 2 P.R.'s are owned	50.	\$ 200. 600. 1400. 1700. 1000 \$200. each 1 house or if any hotel on
If 3 " " "	100.	
If 4 " " "	200.	
Mortgage Value	\$100	

Monopoly is popular around the world. It is sold in 80 countries and is translated into 23 languages.

Parker Brothers estimates that more than 250 million players have passed Go.



REAL ESTATE TYCOON LOSES WIFE, SHIRT IN BAD DEALS--

"I MISS MY SHIRT!"

Building is the name of the game with all properties, but some groups are much more expensive to develop than others, and their payoffs vary, too. Take Baltic Avenue for example. Its purchase price is a mere \$60. Cheap, right? As a single, undeveloped property it rents for \$4, which means that you'd have to collect 15 rents to recover your investment. That's a lot, especially when you consider that players land on the Dark Purple properties less frequently than any other! Developed though, it's not so bad. With

Houses at \$50 each, building 4 Houses on Baltic and 3 on Mediterranean (properties of the same color must be developed together) would cost \$470. Rent for Baltic with 4 Houses would be \$320. You could recoup your investment with two rent payments! When buying and developing real estate, consider how much it's going to cost and how many times opponents have to land on it before you break even. Develop less expensive properties like the Dark Purples early in the game before stronger groups are developed.

HIGHEST INVESTMENT COSTS

1. Green
2. Yellow
3. Red

LOWEST INVESTMENT COSTS

8. Railroads
9. Dark Purple
10. Utilities

HIGH PAYOFF

1. Orange
2. Light Blue
3. Red

LOW PAYOFF

8. Green
9. Dark Purple
10. Utilities

LANDED ON MOST OFTEN

1. Railroads
2. Orange
3. Red

LANDED ON LEAST OFTEN

8. Utilities
9. Dark Blue
10. Dark Purple

NO MONEY, NO POWER-- UTILITIES FOR ELDERLY CUT DURING STORM

"LET 'EM CHOP FIREWOOD,"
SAYS COMPANY

Utilities and Railroads require little investment and pay off steadily: three Chance or Community Chest cards send players to Railroads, one to the nearest utility. In a bind, mortgage them last. Use their rents to reclaim other mortgaged properties. Later, trade them for a monopoly that you can develop quickly.



The Railroads have regular passengers, so mortgage them pay off, especially if you own more than one.



PSYCHIC SAYS LUCK NOT IN THE CARDS FOR THE COMING YEAR--

"THE ALIENS WILL BE BACK, AND THEY'RE NOT HAPPY!"

There are 16 Chance cards and 16 Community Chest cards. Some work to your benefit, others penalize you in some way. It sometimes pays to know what's in the cards. Ten Chance cards move you to another space, two yield money, two take money, one takes money if you have buildings, and one gets you out of jail free. Based on the numbers, a Chance card is most likely to move you elsewhere. Locations include Illinois Avenue, St. Charles Place, and the nearest Utility. Of the Community Chest cards, nine yield money, three take money, two move you to another space, one takes money if you have buildings, and one lets you out of jail free. When you draw a Community Chest card, you're most likely to get a reward of some kind.



What's in the cards for you? Figure the odds, then take a Chance.



RENTS SKYROCKET!

TENANTS OUT ON EARS

Building on your property is a great way to drive your opponents into financial ruin. If you develop wisely, you can remain financially healthy while those around you fail. Begin building as soon as you have your first monopoly, and buy as many houses as you can without overextending yourself. Keep enough money in reserve to pay rents, taxes and negative Chance cards. If no one else has a monopoly yet, keep about \$200 in reserve. If there are other monopolies, count on higher rent payments. Develop only one monopoly at a time. Rents rise significantly when a third House is added to a property, so build one monopoly to 3 Houses before beginning development on the next.



As you develop, you'll collect higher rent. Remember, though, that when the shoe comes, you'll have to pay taxes on your houses and hotels. Keep some cash in reserve!

1967—After robbing a train of two million dollars in Cheddington, England, the thieves played Monopoly with the stolen cash.

The game board on the right shows street play. Meece, who owns the orange properties, is building three houses on each before starting to build elsewhere. She can afford to add only one house at a time, so she always holds on her most popular property, New York Ave., first.



WOMAN, CHILDREN ON STREETS WHILE SHOE REPAIRED

"NO HOUSES, ALL THESE KIDS..." JUST DIDN'T KNOW WHAT TO DO!"

The Bank has 32 Houses and 12 Hotels. If you have only lower-rent monopolies, it's a good idea to create a Housing Shortage by buying up as many Houses as you can afford. Develop your properties, but instead of moving up from four Houses to a Hotel, keep the Houses. If you buy enough, there won't be any left for your opponents with higher-rent monopolies to buy. They won't be able to increase the values of their prop-

erties and raise their rents because Houses won't be available to them—and they can't buy Hotels without first owning Houses!

Games sold abroad have local street names. In London, Mayfair and Parklane replace Park Place and Boardwalk.

MONOPOLY

Since introducing Monopoly in 1935, Parker Brothers has built more than 3 billion little green houses.

LOCAL OFFICIAL
JAILED FOR
UNSCRUPULOUS CONDUCT
PROCLAIMS INNOCENCE
"BRIBERY IS BENEATH ME!"

You don't have to be a career criminal to get jailed in Monopoly. Just roll doubles three times in a row, land on the Go to Jail space, or draw a Go to Jail card and you'll end up behind bars. Early on, when there are hot properties on the market, you want to be out in circulation. Pay the \$50—or use a Get Out of Jail Free card—at your first opportunity. Later, when the property's gone and a circuit of the board can be expensive, just sit back and do easy time collecting rents instead of paying them. Conduct business as usual and bide your time.



There's no paying this man! You're headed straight for the slammer. Do not pass him, do not collect \$200.



You're back in the action! "Don't be coming back, now!"

LOCAL MAN SWAPS PROPERTY FOR ELVIS TICKETS

"IT SOUNDED LIKE A GOOD DEAL AT THE TIME."



There's nothing like pulling off a great trade that your negotiating skills and your business know-how is using the big deals.

When you're wheeling and dealing, make strategic trades. Don't let opponents pressure you—trade only if it improves your chances of winning. Early in the game, trade for a monopoly that you can afford to develop and hold on to low-cost properties that produce steady incomes, such as the Railroads. Determine which color groups are most likely to return your investment. Try to trade for properties of equal or greater value and those closest to Free Parking. Don't make a trade that will give your opponent a powerful mono-

poly. And let your opponent make the offer—you might get more than you expected!



What's in it for you? Let your opponent come up with an offer, then see how you can sweeten the deal.

The longest Monopoly game played on a balance beam (with safety mats, of course) lasted 200 hours.

TWINS SEPARATED AT BIRTH-- BOTH SAY 2 IS FAVORITE NUMBER!

What are the odds that you'll roll a 12? Are you feeling lucky? You'd better be, because the odds are against it! In fact, 12 and 2 are the least commonly rolled numbers. The odds are that you'll roll 12 once in 36 throws. The most commonly rolled number is 7. When you're taking chances, it helps to know the odds!



Spend it or save it? Knowing the odds can help you make wise investments.

The longest game played on the back of a fire truck lasted 101 hours, or four days and five hours.

JILTED BRIDE MORTGAGES LOVE NEST—HEADS FOR VEGAS!

"I FIGURED I HAD NOTHING LEFT TO LOSE!"

When you need money fast, Mortgage your property to the bank for some quick cash. Which property will it be? Uncle Pennybags suggests Mortgaging according to priority. Mortgage single properties first, then colored properties closest to Go. Next, Mortgage a single Utility, then Railroads, and finally, the Utilities monopoly. Keep those Utilities until last—they continue to produce the steady cash you'll need to Un-mortgage properties. Don't Mortgage Illinois, New York, or Boardwalk.

they're the three properties most often landed on. Pay off your Mortgages in reverse order, after you've developed a monopoly.



Low on dough? Talk to the bank about a Mortgage.

With two dice, you're more likely to throw a seven than any other number.



Monks had to Mortgage her property in order to pay the rent on St. O. Railroad. You can't collect rent on devoting Mortgaged properties, but sometimes you have no choice.

WEALTHY LAND BARON MONOPOLIZES MARKET -- DRIVES DECENT PEOPLE OUT OF THEIR HOMES

Get the edge on your opponents! Begin with tons of cash and the deeds to some valuable properties! With NES Monopoly, you can either play the traditional game or press B to bring up the Game Editor and customize your game. While the regular game starts all

players with \$1500, the Game Editor lets you set the amount of cash each player begins with. You can also assign properties to players, place Houses or Hotels on them, and even set your token to begin on a space other than Go. Or choose one of the eight pre-set games, in which cash amounts and certain properties are assigned in advance. Seasoned players will find new challenges in pre-set games like The Big Boys, Trader's Delight, Even Steven, Small Stuff, Building Shortage, and Money Isn't Everything. Whether against a real or computer opponent, each offers up a balanced, competitive game. With all of these options, it's easy to find combinations just right for all age groups and ability levels.



With the Game Editor, you can choose a pre-set game or customize the traditional game to suit your needs.



MONOPOLY

SNORING MAN DISRUPTS PERFORMANCE-- "WAS I OFF KEY?"

The Game Timer lets you set the game length. Without a time limit, play continues until one player bankrupts the others. If you set the Game Timer when time expires the player with the most assets is immediately declared winner.



You decide how long the game will be.

BAD BUSINESS-- HIGH ROLLER SQUANDERS FORTUNE "WHERE DID IT ALL GO?"

He's outta there! When players declare bankruptcy, they must reach settlements with other players or the bank, whichever caused their financial failures. And the rich just get richer! The player causing the financial failure gets all assets, including the deeds to whatever property the bankrupt player had. If the bank caused the failure, the bankrupt player's properties are immediately auctioned and turned over to the highest bidder.



When property purchases and management drive you into debt and your competition out.



Monopoly turns Penny-pushers into Moneybags--just ask Uncle Pennybag!

In Monopoly, a combination of luck and business sense means success, and there's a fine line between boom and bust. Were you born to be a land baron? Try your luck at the Monopoly World Championships scheduled for later this year!

NES ACHIEVERS

Here they are, hot scores from our hottest players! If you'd like to see your achievements next to other NES and Game Boy masters, send them in! You could be the next NES Achiever!

ADVENTURES IN THE MAGIC KINGDOM

Chris Masros ▶	Pasadena, CA ▶	Finished
William Pascoe ▶	Kirkstebek Falls, ON ▶	Finished
Joe Kwasiek ▶	Fairfax, VA ▶	Finished
Nick Bauer ▶	Fairfield, OH ▶	Finished
Jessiah & Michael Ester ▶	Brookdale, CA ▶	Finished

BACK TO THE FUTURE II/III

Derek Goetzelm ▶	Springfield, MA ▶	Finished
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BUGS BUNNY'S BIRTHDAY BLOWOUT

Spencer Eber & Tony McGary ▶	Kimball, NE ▶	Finished
Anthony Bonta ▶	San Leandro, CA ▶	Finished
Brian Packard & Nick Luchinger ▶	South Minneapolis, MN ▶	Finished
Max & Nik Heibert ▶	Niagara, WI ▶	Finished
Jonathan Lipari ▶	Mount Holly, NJ ▶	Finished
Allen Huffstutter ▶	San Francisco, CA ▶	Finished

CAPTAIN SKYHAWK

Garin Wolfe ▶	Sparks, NV ▶	Finished
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CASTLEVANIA III---DRACULA'S CURSE

Ryan McCracken ▶	Indianapolis, IN ▶	Finished
Adam Qualette ▶	East Leavenworth, MA ▶	Finished
Erik Freeman ▶	Clovis, CA ▶	Finished
Scott Meyer ▶	Winona, MN ▶	Finished
Jay Koester ▶	Auburn Hills, MI ▶	Finished
Chris Brown ▶	Raymond, MS ▶	Finished
Joey Ritter & Phog Du ▶	Yukon, OK ▶	Finished
Gregory Bowlds ▶	Council Bluffs, IA ▶	Finished
Noah Catby ▶	Terre Haute, IN ▶	Finished

CRYSTALIS

Ted Schneider & Rory Schulz ▶	Puyallup, WA ▶	Finished
Carl Rulka ▶	Elizabethtown, PA ▶	Finished
Derrick Corne ▶	Monroe, LA ▶	Finished
Ambrose Rockwell ▶	Glenwood, IA ▶	Finished
Chris Lamoree ▶	Whitler, CA ▶	Finished
Deborah Rulka ▶	Elizabethtown, PA ▶	Finished
Erin Douglass ▶	Cottleville, KS ▶	Finished

David Burnett ▶	St. Louis, MO ▶	Finished
Chris Koch ▶	Shawnee, OK ▶	Finished
Doug Nepe ▶	Yorkville, IL ▶	Finished
Brian Lewis ▶	Indianapolis, IN ▶	Finished
Todd Tartaglio ▶	Bridgewater, CT ▶	Finished
Kevin & Bryn Wagon ▶	Carp, ON ▶	Finished

DESTINY OF AN EMPEROR

Marc Dworkin ▶	Bohemia, NY ▶	Finished
Tory Smith ▶	Mesquite, TX ▶	Finished

DRAGON WARRIOR II

Mike Gibson ▶	Chiemera, MD ▶	Finished
Brian Laughlin ▶	Racine, WI ▶	Finished
Jeffrey Song ▶	Island Heights, CA ▶	Finished
Robert Swan ▶	Chicago, IL ▶	Finished
Stephen Rosch ▶	Loonia, NJ ▶	Finished
Ian Jacques ▶	Vancouver, BC ▶	Finished
Marc Wade ▶	Los Alamitos, CA ▶	Finished
Larry & Renee Zawoy ▶	Palmerton, PA ▶	Finished

FINAL FANTASY

Terry Muz ▶	Findlay, OH ▶	Finished
Mickey Fenwick ▶	Arnold, MO ▶	Finished
Scott Herly ▶	Isomahal Falls, MN ▶	Finished
Kelly Hsieh ▶	Beverly Hills, CA ▶	Finished
Matt Yusek ▶	Dudley, MA ▶	Finished
Dina Lentini ▶	Rochester, NY ▶	Finished
Andrew Murkin ▶	Penickton, BC ▶	Finished
John Bledsoe ▶	Westonville, OH ▶	Finished
Logan Altman ▶	San Marcos, CA ▶	Finished
Dave Florn ▶	Levington, MI ▶	Finished
Eugene Crotcheck ▶	Erie, PA ▶	Finished

FINAL FANTASY LEGEND (GAME BOY)

Keith Jameson ▶	North Beach, MO ▶	Finished
Tim Kim ▶	San Juan Capistrano, CA ▶	Finished

LITTLE NEMO: DREAM MASTER

Chris Kidd ▶	Richmond, VA ▶	Finished
Tyler Bruster ▶	Quincy, PA ▶	Finished
Sonja Jaramilo ▶	Fantana, CA ▶	Finished
Marcus Vgri ▶	San Francisco, CA ▶	Finished
Melissa Reekers ▶	Richmond, CA ▶	Finished
Nathan Davis ▶	Chelmsford, MA ▶	Finished

LOW G-MAN

Brian Milotte ▶	Woonsocket, RI ▶	564,900
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MANIAC MANSION

Brooks Helstead ▶	Galesia, IL ▶	Finished
Cameron Morrison ▶	Anchorage, AK ▶	Finished
Jessica Seyers ▶	Fayetteville, AR ▶	Finished
Jason Guyton ▶	Yonkers, NY ▶	Finished
David Lambrix ▶	Aberdeen, WA ▶	Finished
Michael Lozano ▶	East Meadow, NY ▶	Finished
& Joshua Alouche		
Tim & Chris Perry ▶	Orangeville, ON ▶	Finished
Daniel Colangelo ▶	Pickering, ON ▶	Finished
Jory Margarita ▶	Wyckoff, NJ ▶	Finished
Michael Turney ▶	Concord, NH ▶	Finished
Ambrose Rockwell ▶	Glenwood, IA ▶	Finished

MECHANIZED ATTACK

Phillip Heyman ▶	Green Bay, WI ▶	388,100
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MEGA MAN III

Vincent Padua ▶	Vlaska, CA ▶	Finished
Brian Yeo ▶	Calgary, AB ▶	Finished
Matthew Webb ▶	Edenbrooke, ON ▶	Finished
Nolan Alexander ▶	Guildford, NY ▶	Finished
John Michael Hanfro ▶	Rome, GA ▶	Finished

NARC

Sean Jordan ▶	Halifax, NS ▶	929,900
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NEMESIS (GAME BOY)

Jon Hanson ▶	Richfield, WI ▶	433,300
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PINBALL QUEST

Loweil Sumnerlin ▶	Fort Worth, TX ▶	9,999,990
Jerry Bungar ▶	Minnetta Lake, MN ▶	9,999,990
Brandon Charney ▶	Plymouth, MA ▶	6,689,980

PINBOT

Dave & Lou Archello ▶	Bayonne, NJ ▶	44,163,990
Dave Pozza ▶	Cheshire, MA ▶	15,181,550
Dennis Dhaseo ▶	Bonny Lake, WA ▶	14,766,730

PIPE DREAM

Loreta Strand ▶	Anoka, MN ▶	314,300
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SKATE OR DIE II

T. J. Mohr ▶	Fremont, NE ▶	193,278
Pete Maher ▶	Oakhurst, NJ ▶	139,000
Richard Wallen ▶	Tekonsha, MI ▶	131,575
Chris Ceter ▶	Liverpool, NY ▶	105,841

SNAKE, RATTLE, 'N ROLL

Kenneth Galbraith ▶	Pleasant Grove, UT ▶	502,100
Adam Guerden ▶	West Deer Township, PA ▶	134,700d

SWORDS AND SERPENTS

Greg Duffie & Robby Gay ▶	King, NC ▶	Finished
Darren Lacroix ▶	Miramar, FL ▶	Finished
Dave Boggs ▶	Geneva, OH ▶	Finished

TETRIS

Mike Krodel ▶	Garfield, NJ ▶	754,811
Neal Brinn ▶	Huntington, NY ▶	615,990
Stephen Whitlock ▶	Chesapeake, VA ▶	565,866
David Hushour ▶	Bristol, VA ▶	960,970
Randy Ho ▶	Chandler, AZ ▶	547,774
Marcelo Arundato ▶	Philadelphia, PA ▶	462,160
Jeff Falco ▶	Baruyn, IL ▶	450,965
Roger Yer ▶	Livonia, MI ▶	446,844
Nydia Markwell ▶	Bremen, KY ▶	442,681

T.M.N.T.: FALL OF THE FOOT CLAN (GAME BOY)

D. J. Domangone ▶	Lafayette, PA ▶	Finished
Bob Krehling ▶	Steelton, PA ▶	Finished
Jay & Jan Monteverde ▶	Oakbrook, IL ▶	Finished

TOMBS AND TREASURE

Steve Schenk & Steve Hart ▶	Eufessa, TX ▶	Finished
Russell Biggerstaff ▶	McHenry, IL ▶	Finished
Philip Mancuso ▶	East Hanover, NJ ▶	Finished
Kimberly Kehew ▶	New Cumberland, PA ▶	Finished
Jeff Juberger ▶	Mechanicsville, VA ▶	Finished

HOW DO YOUR SCORES RATE?

This is your chance to join the high-score hall of fame! Send in photos of either high scores or final screens. If your score is one of the highest we receive, or if you're one of the first to finish a game, you might see your name listed in a future issue. When you take your picture, turn out the lights and hold the camera steady. For best results, use a 35mm camera without a flash. Send us the best shot you take.



Send in your Game Boy scores too! To take a photo of your screen, place your Game Boy on something stable. To avoid glare on the screen, take your photo using only natural light. SNAP! Take the photo and send it in.

COUNSELORS' CORNER!



THE IMMORTAL WHERE IS THE THIRD RED GEM IN LEVEL 2?

If you have only two Red Gems at the end of Level 2, you'll have to find a way to transform the Granite Stone into a third Gem. A pool of Slime in this level will eat away at the Granite Stone and reveal the Red Gem if you protect

yourself with the Slime Protection Potion and walk near the Slime. You'll get the Slime Protection Potion from a Dwarf near the beginning of the Level. When you speak to the Dwarf the first time he will offer to sell the Potion to

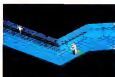
you for more coins than you have. Speak to him again and he will bring the price down so that you can purchase the Potion. Use the Potion on yourself. You'll then be protected from the Slime's acid.



The second time you talk to the Dwarf, he'll lower his price so that you can afford the Slime Protection Spell.



Use the Slime Protection Spell on yourself and walk into the Slime with the Granite Stone.



The Slime will eat away at the Granite Stone and reveal the Red Gem.

THE IMMORTAL

HOW DO I UNLOCK THE PUZZLE AT THE END OF LEVEL 2?

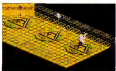
There are three identical designs on the floor of the last room in Level 2. Each of them has four small indentations. You should have three Red Gems.

Following clues from the Goblin King, place one Gem in the upper-right indentation of the left design, another Gem in the upper-left indentation of the center design

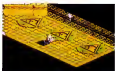
and the last Gem in the center of the right design. Once the last Gem is in place, a secret door will open and you'll be free to move on to the next level.



Talk to the Goblin King about the secret of the last room.



Place the Red Gems in the indentations described above.



Once the Gems are in place, move on to Level 3.

THE IMMORTAL

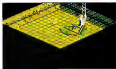
A design in the floor is again the key to opening a secret door in the last room of this level. When you retrieve Ana's Ring, she will give you a clue about three rings around the pattern on the floor. This may give you the idea that you must place three Rings in the indentations of the design. The solution is actually much simpler. All that you must do is start at the top of the design and walk around it three times in a

clockwise direction, thus making three rings around the design. Save the Rings in your inventory.



When you retrieve her Ring, Ana will give you a clue about the lock in the last room of Level 4.

You'll need them to exchange for important Spells later.



Start at the top of the design and walk around it three times in a clockwise direction. A secret door will open.

DESTINY OF AN EMPEROR

Si Ma Yi's Thunder attack will put all of your forces to sleep and send you to a land far away. You'll have no defense against the Thunder the first time that you fight him. After the attack you'll get a clue that you must move Up, Up, Down, Down, Left, Right, Up and Down in order to suppress the power of the Thunder. When you meet Si Ma Yi, press the A Button and you'll hear a tone. Immediately after you hear the tone, key in the code to counteract the Thunder, making sure that you press the directions on the Control Pad quickly and lightly.

After you enter the code correctly, you'll be able to fight Si Ma Yi's army without encountering the Thunder ever again. It's a good idea to practice entering the code before you meet Si Ma Yi by walk-



To counteract Si Ma Yi's Thunder, press Up, Down, Down, Left, Right, Left and Right again after you hear a tone.

ing into a town and tapping the directions on the Control Pad so that the lead character moves just one step with each tap.



Practice your steps in a town before talking to Si Ma Yi. With each tap, your leader should move one step.

GAME PLAY COUNSELOR PROFILES



Andrew Kreisher

Became GPC: September, 1989
Hobbies: Making Underwater Bombs/Bots, Leaping Tall Buildings In A Single Bound, Gardening
Best NES Accomplishment: Completed Solstice With One Megaman Favorite NES Game: Solstice, Mega Man



Dan Pelletier

Became GPC: June, 1989
Hobbies: Skydiving, Hiking
Best NES Accomplishment: Completed Kickin' Double In A Straight Jacket
Favorite NES Game: Nobun's Ambition



Lawrence Dunnigan

Became GPC: September, 1989
Hobbies: Practicing Tai Kwan Do, Playing Paintball, Football and Video Games.
Best NES Accomplishment: Completed Mega Man With One Man
Favorite NES Game: Mega Man



Joel Niedrich

Became GPC: August, 1989
Hobbies: Listening To Music, Riding Motorcycles, Housekeeping
Best NES Accomplishment: Finished In First Place In Michael Anders's World GP
Favorite NES Game: Battle Of Olympus

DESTINY OF AN EMPEROR HOW DO I WAKE UP ZHU GE LIANG AND ENTER THE PEACEFUL LAND OF SHU?

To locate Zhu Ge Liang and complete the first step in entering the province of Shu, you have to make sure Xu Zhe (alias Dan Fu) is in your party. Check your reserves if he isn't. With Xu Zhe in tow, travel to Ma Liang's house (between Nan Yang and Chang She Castles) where Ma Liang and Ma Su will join you. Then meet the Emperor, Liu Bei, at Gui Yang castle. When you talk to Liu Bei, Xu Zhe will be summoned by his mother. Although he will leave your travelling party, you can

continue to Zhe Ge Liang's house without him. Zhu Ge Liang won't be home but you'll get the clue to look for him at Lou Sang village. Enter Qui Zhou Ping's house in Lou Sang, the village where the game began. He'll tell you Zhu Ge Liang went home. If you make your way back to Zhu Ge Liang's house, you'll get the message, "You just missed him." Head to Nan Yang castle next and use the Invite command. Then talk to Liu Bei. He'll send you back to Zhu Ge Liang's home where you'll find the elusive

general sleeping in the back room. Say "no" when you're asked if you want to wake him up, but don't leave. In a moment Zhu Ge Liang will wake up and tell you to meet him at Gui Yang castle. When you arrive at Gui Yang, use the Invite command again and talk to Liu Bei. Then speak with Zhu Ge Liang. The general will finally join your party, and you'll be able to enter the Peaceful Land of Shu.



You'll find Qui Zhou Ping in his house at Lou Sang village.



You must have Zhu Ge Liang in your ranks to enter Shu. His house is located on a road between Nan Yang and Ma Liang Castles.



Say "no" to wake up Zhu Ge Liang and add another Tiger to your party.

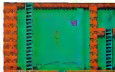
T.M.N.T.

HOW DO I GET THROUGH AREA 3 OF THE TURTLES' ORIGINAL ADVENTURE?

Along with the Turtles' most recent NES and Game Boy releases, their first NES adventure continues to attract new players. One of the most challenging sections of the game is Area 3. Splinter has been captured and it's up to the Turtles to rescue him. Drive the Party Van to the upper-left section and fight through the building that you can enter there to collect Missiles. Leave and fight through the building again until you have about 30 Missiles. Then drive to the lower-left section and fight through the buildings there to collect Scrolls and Ropes. It will be important to have Scrolls later. Try to collect 99 of them for each Turtle. The Ropes will really come into play in Area 4. If one of your Turtles is captured, cross the foot

bridge to the right and enter the buildings on the other side to save him. Once you're loaded with Scrolls, drive along the lower edge of the Area. When you've gone as far to the right as possible, drive upward as far as you can and then move to the left. You'll find the entrance to the sewers. This is where it gets really challenging. Use Scrolls to collect the immediate area of enemies and carefully

jump across the gaps. A light touch really helps with some jumps. When you get out of the sewer enter the next building and climb to the rooftops. Then take on the Meka Turtle in a fight to free Splinter. A strong blast of Scrolls should take care of it. Then move on and continue your search for Shredder.



Collect the maximum number of Scrolls for each Turtle and try to avoid collecting any other weapons.



Drive to the entrance to the sewers and fight to an eventual battle with the Meka Turtle to free Splinter.

PLAYER'S PO



**WIN A TRIP FOR FOUR
TO A NASCAR RACE!**



GRAND PRIZE INCLUDES THE FOLLOWING:

- A TRIP FOR FOUR TO AN OFFICIAL NASCAR RACE TO SEE BILL ELLIOTT AND OTHER NASCAR GREATS TEAR UP THE TRACK.
- BILL ELLIOTT'S SUPER NASCAR CHALLENGE GAME PAK
- A CREW JACKET



LL CONTEST



10 WINNERS

PIT CREW JACKETS AND BILL ELLIOTT'S SUPER NASCAR CHALLENGE GAME



Second prize winners will receive jackets like those worn by Bill Elliott's pit crew and copies of his great new game pak from Konami, Bill Elliott's Super NASCAR Challenge. Get behind the wheel and rev it up, NES style!



50 WINNERS

OFFICIAL CONTEST RULES (No Purchase Necessary)

To enter, either fill out the Player's Poll response card or print your name, address and telephone number on a plain 3" x 5" piece of paper. Mail your entry to this address:

**NINTENDO POWER
PLAYER'S POLL
P.O. BOX 97062
Redmond, WA
98073-9762**

One entry per person, please. All entries must be postmarked no later than May 1, 1991. We are not responsible for lost, stolen or misdirected mail. On or about May 15, 1991, winners will be randomly drawn from among all eligible entries. Winners will be notified by mail. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further compensation. Chances of winning are determined by the total number of entries received. Prizes are limited to one per household. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after May 30, 1991, send your request to the address provided above.

GRAND PRIZE TRIP: Nintendo will arrange air travel and accommodations for the Grand Prize winner and three guests to attend a NASCAR event to be determined later by Nintendo of America Inc. If the winner is under 18, he or she must be accompanied by a parent or guardian. Winners under age 14 must provide written parental consent and release. This special 3-day/2-night trip is scheduled for sometime in the summer or fall of 1991; exact dates are subject to final determination by Nintendo of America Inc. and to accommodation and airfare availability. Some restrictions apply. This contest is not open to employees of Nintendo of America Inc., their affiliates, agencies, or immediate families. Void in Canada and elsewhere where prohibited by law. This contest is subject to all federal, state, and local laws and regulations.

NINTENDO POWER JERSEYS

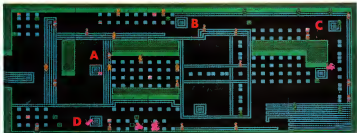


Third place winners will win racy authentic Nintendo Power jerseys.

Getting through the Argonian Spaceship in one piece is all a matter of collecting Power-Up items and using the right warps. From the beginning, walk up two screens and as far to the right as you can. Collect a Ray Gun and return to the left side of the Spaceship. Then collect the life-filling Capsule. All of your Hearts will be full, even (for a short

time) Hearts that you haven't yet collected. Move to the right one screen and down one screen. Move briefly to the right to collect another Ray Gun and then return to the Warp on the left (Warp A on the map). You'll end up in an area with four Warps. Warp to the top section of the Spaceship using Warp B. Then walk to the left to collect a Potion and return to Warp

B. Use Warp C to get to the right side of the Spaceship and work your way down to the bottom. There'll be a lot of Aliens in this section, so switch to the Ray Gun and move on to the left. Eventually, you'll get to two Aliens with Jet Packs. Knock them out of the air and move on to more alien-blasting action.

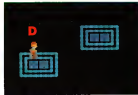


START

Take the Warps in alphabetical order and collect all of the power-up items along the way. Warp D leads to the final enemies of the Chapter. Following Chapter 7, you'll find yourself in another part of the Spaceship. Take your time and defeat all of the Aliens as you encounter them.



You'll enter this area first through Warp A. Use Warp B to get close to a Potion. Then return and use Warp C.



Warp D leads to this small chamber. Use the next Warp over and you'll be sent to the next section of the Spaceship. Keep fighting!



I'm waiting for your letters.

Write to:

NINTENDO POWER
Attn: Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

Call us!

(206) 885-7529
Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 am to Midnight and Sun., 8:00 am to 5:00 pm, Pacific Time.






Volume 23 APRIL 1991

TOP 30


Mario is still Number One, but Mega Man is hot in his third adventure, jumping from 4th to 2nd this month. And hey, dudes, the ever-bodacious Teenage Mutant Ninja Turtles break into the Top Ten with their Arcade Game. It's Radical!

Use this color-coded key to check on your favorite games.

 Titles new to the Top 30. They're the ones to watch!

 Games that are moving up fast. They've jumped several places in the poll.

 Favorites with long-lasting appeal that place month after month.

 Number of months the game has rated in the Top 30.



1 8,020 POINTS
14 MONTHS

SUPER MARIO BROS. 3

Way to go, Mario! It's another month in control of the Top Ten for our favorite plumbers.



2 7,112 POINTS
3 MONTHS

MEGA MAN III

Dr. Wily's not wily enough to fool Mega Man! With Rush by his side, he's invincible.



3 5,481 POINTS
2 MONTHS

TMNT II: THE ARCADE GAME

Yo! Listen up, sewer slims, four tough turtles have leaped into 3rd Place.



4 4,984
POINTS

8 MONTHS

FINAL FANTASY

War parties are still pooling their power to discover the power of the crystal orbs.



5 3,731
POINTS

3 MONTHS

DR. MARIO

It's flu season and Dr. Mario's vitamins pack a punch. He's up one place from last month.



6 3,462
POINTS

4 MONTHS

DRAGON WARRIOR II

Dragon Warrior II gains one place this month. The players and pros are enrapt.



7 3,335
POINTS

4 MONTHS

CRYSTALIS

It's no mystery why Crystalis maintains a steady following in its fourth Top 30 month.



8 3,332
POINTS

32 MONTHS

THE LEGEND OF ZELDA

Link's first adventure, in Hyrule, is a classic! It just keeps winning new fans.



9 3,004
POINTS

12 MONTHS

TETRIS

It's been a whole year and people are still lining up to play Tetris.



10 2,956
POINTS

4 MONTHS

NES ACTION FOOTBALL

Football season may be gone, but football fans are still hitting the fields for video fun.

11 2,761
POINTS

MEGA MAN II

12 2,440
POINTS

TEENAGE MUTANT NINJA TURTLES

13 2,266
POINTS

DESTINY OF AN EMPEROR

14 2,166
POINTS

THE IMMORTAL

15 2,106
POINTS

CASTLEVANIA II — DRACULA'S CURSE

16 1,588
POINTS

WHEEL OF FORTUNE FAMILY EDITION

17 1,544
POINTS

MANIAC MANSION

18 1,540
POINTS

PUNCH-OUT!!

19 1,420
POINTS

STARTROPICS

20 1,324
POINTS

ZELDA II—THE ADVENTURE OF LINK

21 1,208
POINTS

ULTIMA: QUEST OF THE AVATAR

22 1,197
POINTS

JEOPARDY! 25TH ANNIVERSARY ED.

23 1,100
POINTS

BATTLE OF OLYMPUS

24 750
POINTS

SKATE OR DIE II

25 938
POINTS

METROID

26 920
POINTS

WIZARDRY

27 917
POINTS

RESCUE RANGERS

28 900
POINTS

ONE-ON-ONE: JORDAN VS. BIRD

29 863
POINTS

SOLSTICE

30 792
POINTS

BASEBALL STARS



Players' Picks

Pros' Picks

Dealers' Picks



GAME

PTS

GAME

PTS

GAME

PTS

1	Super Mario Bros. 3	3,923
2	TMNT II: The Arcade Game	2,959
3	Mega Man III	2,624
4	Final Fantasy	1,626
5	Mega Man II	1,324
6	Castlevania III—Dracula's Curse	1,324
7	Dr. Mario	1,153
8	Tetris	913
9	Dragon Warrior III	828
10	Super Mario Bros. 2	821
11	The Legend of Zelda	802
12	Zelda II—The Adventure of Link	771
13	Tecmo Bowl	752
14	NES Play Action Football	698
15	Teenage Mutant Ninja Turtles	693
16	Double Dragon II	674
17	Ninja Gaiden III	574
18	Super C	551
19	Rescue Rangers	539
20	Disney's Duck Tales	527
21	Little Nemo: The Dream Master	474
22	Batman	458
23	Punch-Out!	456
24	Ovenbite 2	449
25	Castlevania III—Sinner's Quest	431
26	Super Off Road	430
27	Baseball Stars	389
28	Ninja Gaiden	362
29	Metroid	372
30	Maniac Mansion	371

1	Mega Man III	3,726
2	Final Fantasy	3,358
3	Crysis	3,335
4	Dragon Warrior III	2,634
5	Destiny of an Emperor	2,266
6	The Immortal	2,166
7	StarTopes	1,426
8	The Legend of Zelda	1,357
9	Ultima: Quest of the Avatar	1,208
10	Maniac Mansion	1,172
11	NES Play Action Football	1,162
12	Battle of Olympus	1,130
13	Mega Man II	1,139
14	Wizardry	920
15	Selkie	863
16	Castlevania III—Dracula's Curse	782
17	Mega Man	736
18	Super Mario Bros. 3	702
19	Nobunaga's Ambition	587
20	Metroid	564
21	Zelda II—The Adventure of Link	552
22	The Adventures of Lolo II	495
23	Shadowgate	486
24	F-1: Built to Win	460
25	Baseball Stars	403
26	Bendit Kings of Ancient China	380
27	Dr. Mario	357
28	Dragon Warrior	345
29	Teenage Mutant Ninja Turtles	311
30	Shadow of the Ninja	288

1	Super Mario Bros. 3	3,395
2	TMNT II: The Arcade Game	2,522
3	Dr. Mario	2,223
4	Tetris	2,091
5	Wheel of Fortune Family Edition	1,558
6	Teenage Mutant Ninja Turtles	1,436
7	The Legend of Zelda	1,173
8	Jeopardy!—25th Anniversary Edition	1,169
9	NES Play Action Football	1,096
10	Punch-Out!	1,064
11	Super Mario Bros. 2	1,012
12	Slope or Die 2	926
13	One-on-One: Jordan vs. Bird	885
14	Paper Boy	829
15	Mega Man III	762
16	Rod Racer	620
17	Fester's Quest	595
18	Silent Service	538
19	Rod Racer II	490
20	Roses Loaded II	428
21	Rod Dudes	387
22	Rescue Rangers	378
23	IronSword	376
24	RoboCop	375
25	Wreckenaria	374
26	Tecmo Bowl	363
27	Blaster Master	362
28	Super Off Road	357
29	Talbot	354
30	Days of Thunder	351

MEGA MAN IS HOT ON MARIO'S HEELS

Players are still loyal to their favorite characters, but there are new names on their list this month, too.

MEGA MAN III IS A MEGA HIT WITH THE PROS!

Final Fantasy finally yields 1st Place to Mega Man's latest adventure. Mega Man rates all three games in the pros' Top 30.

DEALERS PICK NEW GAMES AND CLASSICS

They've discovered Dr. Mario! He's a classic character in a new format, and he's third on their list.

NOW

APRIL 1991

PLAYING

This issue's review of recent releases that didn't quite score feature coverage includes a look at some very highly anticipated games. It's up to

you to decide whether they've lived up to their potential. Stop by your favorite store to see if any of them are up your alley.

DOUBLE DRAGON III

● **BACK FOR MORE** After two episodes of street-fighting action and martial arts mayhem, the Shadow Warriors have finally hung up their nunchuks. But don't think for a second that Billy and Marion can finally settle down and get that cottage with the white picket fence. No, Marion has vanished again. This time a different mysterious group of marauders have taken her and now Billy and Jimmy have to fight around the world to save her. What do these guys do to tick off everybody?



Billy and Jimmy return for another round of action in Double Dragon III from Activision.

● **WHAT'S NEW** The successful formula of two-player simultaneous action is back in this new installment. There's also a new feature which allows fighters to switch weapons and characters. As you defeat the major enemies, some of them will defect to your side. Press the Select Button and you'll have the option of switching to these former villains and using their abilities for your mission. You can ultimately switch to as many as four different fighters.



Press Select to get to the Status Screen and switch to other fighters.

● KICKIN' and PUNCHIN'

Virtually the same moves used in the first two Double Dragon games are brought back for this mission. This time out, though, it's much easier to send out the super powerful Cyclone Kick. By rapidly pressing the A and B Buttons simultaneously, you can make your fighter jump straight up and spin around with feet flying. You'll need the Advantage, too, because when your fighter loses all of his energy, he's down for the count! Only with practice and patience will you prevail.



Power Player Tip

Teamwork really pays off in this game. Not only do you have twice the fists and flying feet but there's also a move which incorporates both players. Press A and B to jump kick into the arms of your partner's fighter and you'll bounce back with extra height and power. With some practice, you'll be able to use this move to flatten anyone in your way.



THE SIMPSONS: BART VS. THE SPACE MUTANTS

● **He's Here!** Bart Simpson has finally made it to the NES from Acclaim. His adventure, though, is anything but a game for underachievers. This game is very challenging and could be frustratingly so to some players. The tasks that you must perform to complete the adventure require patience and skill.



You'll have your work cut out for you as you guide Bart through Springfield.



● **Bart vs. The Space Mutants** Aliens have landed in Springfield and only Bart can save the day. Since the Aliens are disguised to look like humans, they can easily blend into the crowd. Bart's got to find a way to separate the Mutants from the mob and convince his family that he's not going insane. The Aliens are building a machine which will control the Human Race and they need some items from Earth in order to do it. If Bart collects or disguises the items which the Aliens need before the Aliens can get them, he'll thwart their plans for world domination. The first of five stages takes place on the streets of Springfield. The Aliens are looking for something purple. Bart must point or somehow cover up everything that's purple.



Power Player Tip

Here's a run-through of some of the tasks which Bart must accomplish in the first stage.



Hey Man! We Have To Stop The Aliens From Taking Over!

From the sign on the streets, you know that showings are at 2:00 and 4:00. This means that someone with purple clothes will come out when the timer shows 200 or 400. Spray them.

Use a coin to call Moe's. After the call, a purple-clothed person will come out.

Jump from the trash can to the window sill and grab a can of spray paint.

Jump from the bottom of the window sill to the edge of the awning to the top of the window sill. From there, jump up and spray the purple pot.

Aim for the mutant on the porch and spray the whole thing red.

You'll cover up the purple eyes on the ground by walking on the line and knocking off the clothes.

Buy a watch in Footworld and use it on the fire hydrant. The water from the hydrant will spray the awning and wash away the wet purple paint.

The moving creature changes its speed. Watch it carefully before you jump.

Jump from the trash can to the window sill. Then knock the paint onto the awning.

You can surprise the rare purple bird with a cherry bomb from Toys 'R Us. It'll fly away. You're on your way!

ROBOCOP 2

● Robo Jumps Into Action

The villains of New Detroit had better watch out. RoboCop has begun his second tour of duty for the NES. This time Robo has to clean up the city of a volatile substance called NUKE. Armed with his weapon and a new ability to jump, he makes his way through the city destroying NUKE and arresting target villains. RoboCop is heavy from all of his metal plating. This makes him somewhat difficult to control. With some practice, though, you'll be able to blast through the city with the best of them.



● **Reach The Quotas** Robo has been instructed to bring in as many target villains as he can. The target villains look identical to each other and they trigger a sound when they enter the screen. The only way to arrest them is to meet them face-to-face. If Robo fires his weapon at the targets, he won't be able to arrest them. He also has to stomp the containers of NUKE scattered throughout the city. If he doesn't



arrest enough villains or destroy enough NUKE, Robo will have to spend some time in the shooting range to hone his crime-fighting skills.

Power Player Tip

NUKE Factory

There are secret NUKE Factories in some stages. The Factory in the first stage is underground. Push Down on the Control Pad when you're in the area pictured to ride an elevator to the Factory. You should be able to reach your NUKE quota now.



BASE WARS

● Robots On The Diamond

Kicking off their Cyber Stadium Series, Konami has introduced Base Wars. While it is similar to Baseball, the players are mechanoids and the action can get pretty rough.



● Choose Your Team

There are 12 ready-made cyborg teams and two teams that you can draft on your own. Player choices range from the super fast Mycles to the durable Robot Tanks. For one or two players.



● Hit The Parts Shop

A good cyborg is a well-built cyborg. Step into the Parts Shop and you'll be able to repair or improve the robots on your team. You'll earn money to make these additions by winning games in the Pennant Mode.



● Fight For The Base

Since there are no base "umps" in the Cyber League, close calls are decided by battles on the plates. On battle calls, the scene switches to a close-up of the two players. The base goes to the winner of the battle.



Fight for possession of the base on close calls



Power Player Tip

The player that is going to see the most battle action is the first baseman. When you begin the Pennant Mode, select the Parts Shop and buy a powerful weapon for the first baseman. You should be able to keep a lot of cyborgs on the opposing teams from getting on base.



THE UNINVITED

● Another Great Adventure

Kemco/Seika continues its successful series of first-person perspective adventures with this visit through a mysterious and danger-filled mansion. Like Shadowgate, there are many elements of magic and other-worldly events in this story. The mansion belongs to a magician and teacher whose star pupil has become too powerful and who may be practicing his magic with a desire to do some harm. You stumble upon the house by accident. Driving by with your sister, a shadowy figure appears. You swerve to miss it and hit a tree. The story begins as you wake up behind the wheel and find that your sister is missing. There is nowhere else to go but the mansion. It's quite possible that your sister is there.



Open the mailbox outside the mansion and grab a magic amulet. This will give you the power to explore the mansion, uncover its secrets and possibly save your sister. Along the way, you'll collect items, learn magic spells and discover more and more about the many mysteries of the house. If you enjoyed the mystery solving and decision making of Shadowgate and Déjà Vu, you'll also have fun with this new adventure.



Power Player Tip

The most important thing to remember while playing is to save the game whenever you collect an item or reach a new point. Danger lurks around every corner and your journey could end almost instantly.



METAL MECH

A futuristic city is in shambles. Enemy spaceships are bombing left and right and you are the only one that can put a stop to the destruction. This is Metal Mech from Jaleco. The mission is quite simple. Just stomp through the city in your walking tank-like Metal Mech, destroying enemies along the way, and search for the Key which will get you to the next level. In order to collect the Key and other special items, you'll have to leave the Metal Mech. But, never fear, your little fighter is a lot stronger than he looks. He can scrap it out with even the toughest-looking mechanized manies.



ZOMBIE NATION

Four stages of zombie-zapping action await in this weird action thriller from Meldac. An evil alien has landed in the desert of Nevada and has stolen the mystic Sword of the Samurai. Using this sword, the alien has turned all of the citizens of the nation into Zombies and, among other things, has caused the Statue of Liberty to come to life. Pretty strange, huh? The Head of the Samurai is the rightful owner of the Sword and it's your mission to pilot the Head through a battle with Zombies of North America. Watch out for the killer beams and blast away!



KIWI KRAZE

While action fans of all ages will enjoy this lighthearted romp through puzzle-like sections of New Zealand, it seems especially geared for younger players. You control a Kiwi bird in his effort to save a caged friend. There are obstacles and enemies in the way but plenty of help in the form of balloons, scuba gear and the like.



TECMO WORLD CUP SOCCER

Great play control and an easy-to-follow overhead view make Tecmo World Cup Soccer as much a boon to soccer as Tecmo Bowl is to football. If you're a fan of the sport, you'll have a fun time with this two-player simultaneous representation of the most popular sporting event in the world.



BEETLEJUICE

Bearing a striking resemblance to LJN's A Nightmare On Elm Street, Beetlejuice is yet another action packed game loosely based on a popular movie. This one has many of the same characters and objects portrayed in the movie but does not closely follow the story. As Beetlejuice, you must avoid enemies and obstacles and fight your way to the netherworld.



YOUR GUIDE TO THE LATEST NES RELEASES

TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
Base Wars	Kanami	2P-5	3.6	3.0	2.9	3.6	Baseball Action
Beetlejuice	LJN	1P	2.9	2.6	2.6	2.9	Comic Action
Double Dragon III	Acclaim	2P-5	3.5	3.3	3.6	3.3	Street Fighting
Kiwi Kraze	Taito	2P-5	3.2	3.7	2.8	3.5	Comic Action
Metal Mech	Jaleco	1P	3.6	2.7	3.1	3.3	Sci-Fi Action
Manapoly	Parker Bros.	8P-A	3.5	3.3	3.5	4.0	Board Game
Power Blade	Taito	1P/Pass	3.7	4.0	3.7	3.7	Sci-Fi Adventure
RoboCop	Data East	1P	3.6	2.7	2.7	2.8	Police Action
S.C.A.T.	Natsume	2P-5	3.6	4.1	3.4	3.1	Sci-Fi Action
The Simpsons: Bart vs. the Space Mutants	Acclaim	1P	3.2	2.4	2.9	3.3	Comic Action
Sword Master	Activision	1P	3.4	3.3	2.9	3.1	Sword Battle
Tecmo World Cup Soccer	Tecmo	2P-5	2.5	3.3	2.9	3.0	Soccer
Totally Rad	Jaleco	1P	3.7	3.3	3.6	3.7	Sci-Fi Adventure
The Uninvited	Kemco/Seika	1P/Batt	3.2	3.4	3.5	3.6	Haunted House Adventure
Zombie Nation	Meldac	Players	3.6	3.3	2.8	2.9	Sci-Fi Action

LISTING KEY

You can get the most out of our game listing by understanding the categories. Title, Company and Game Type are self-explanatory. Use this Key to understand Play Info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with one to four players. Some also employ a battery or password to save game play data.

1P = ONE PLAYER

2P-5 = TWO PLAYER SIMULTANEOUS

2P-A = TWO PLAYERS ALTERNATING

8P-A = EIGHT PLAYERS ALTERNATING

PASS = PASSWORD

BATT = BATTERY

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories:

G = GRAPHICS AND SOUND

P = PLAY CONTROL

C = CHALLENGE

T = THEME AND FUN

PAK WATCH



A LOOK INTO THE FUTURE OF NES GAME PAKS!!

You read Howard Phillips' preliminary report on the CES in our last issue. This time we're going to go into detail on more of the great games our Pak Watchers saw at the show.

Just Around The Corner

VICE: PROJECT DOOM

One of the current trends in NES game design involves pecking as many different game activities as memory will allow in a single Game Pak. Vice: Project Doom from American Sammy combines three distinct games together with a crime/mystery story line.

The action gets wild as agent Quinn Hart gets in over his head against a force that's bigger than any earthly crime syndicate. As you seek to unravel the puzzles of Project Doom, you'll encounter the game's three perspectives on the action.

First, you'll race through streets in



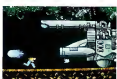
a super charged sports car with Spy Hunter type play. Then it's into the underworld for side view action as you fight your way through exotic locations with a whip, 44 and gre-



nades. Another game play view point has you taking on unusual foes in a first person view action scene like Operation Wolf.



The graphics in all modes seemed good in the early version we played, especially the detailed city backgrounds. Animation on the main character, Quinn Hart is cool, plus, he has some new action moves. For example, he can run in a crouch to dodge bullets as he returns fire—just like all good TV cops can.



BATTLETOADS PAK WATCH



We've ranted and raved about Battletoads up until now on the strength of the characters and the fact that Rare Ltd., one of our favorite development teams, is designing it. Having finally had a chance to play the game at CES (an early development version), we can confidently say that it looks like Tradewest has a hit on their hands.



Although the theme of men-sized, mutated, cold-blooded heroes has been explored before, we think the Battletoads have their own unique humor and style. And the variety of game play environments and moves in the game is as good as, or better than any NES game so far.

The Toad characters, which are large and well animated, are on an intergalactic mission to rescue a kidnapped buddy and, of course, a beautiful princess held captive by the evil strea, the Dark Queen. To get them, they'll journey to the center of the universe and battle a battalion of rotten rodents.

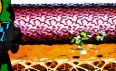
Against such monstrous hordes, two-player play is encouraged. Unlike TMNT II: The Arcade

Game, in Battletoads the players can interact with each other, and if you get too close when you attack, you may end up "accidentally" punching your buddy! (Although contrary to the goal of the game, an occasional surprise attack is entirely in the spirit of it, and can only serve to keep your partner on his toads, oops



toes...)

Did we mention that the Toads have tons of special moves? Rest easy if you've had a hard time



executing a cyclone spin kick or super karate chop in other action games. In Battletoads, the toads have a different easy-to-activate special move in each stage. From changing



into an enemy-squashing wrecking ball to drop-kicking attacking fur balls, the Battletoads do it all. They'll pound, punt, pulverize, punch, punish and pursue the Dark Queen's punks with a plethora of Punchinello-esque (read: humorous) powers. Indeed, Battletoads almost plays like a cartoon or comic book, with ham-sized fists and weird transformations as the rule and



not the exception. Between action scenes, the running dialogue between the Battletoads' mentor, an oversized culture named Professor T. Bird, and the Dark Queen, adds to the humor.

In talking to the programmers from Rare, we can tell they had a lot of fun creating this game, and they've held off on releasing it until it was perfect.



Just Around The Corner

THE LONE RANGER

With a hearty "Hi Ho Silver Away!" Konami presents The Lone Ranger for the NES. The Lone Ranger is a western adventure with tons of different viewpoints on the action, including overhead action, side



view action, first person perspective cave exploration, first person horseback combat, and even a bit of role playing type interaction with different characters. Just

when you think you've seen every type of viewpoint on the action, Konami squeezes in another one. The Lone Ranger is slated to make his way back to television this fall.



Just Around The Corner

BILL ELLIOT'S NASCAR CHALLENGE

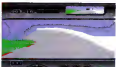
Konami has been working on this one for quite a while, and it looks like it will soon be complete. With the help of race winning NASCAR driver Bill Elliott, Konami has endeavored to make this not only the most realistic stock car simulator on the NES, but one of the best driving games. Challenge is the first NES driving game to feature a first person view on the



track. It also features a few car customizing options that add to the realism.

Other titles under construction

by Konami include: Bucky O'Hare (based on the adventures of a space-faring rabbit), Star Trek and Tiny Toons.



BLABBER BONUS

The Consumer Electronics Show gave us a ton of titles to talk about, and we'll try to sum up here:

TREASURE MASTER

Boxing star Mike Tyson will return to the NES in American Softworks Corp's new Game Pak, Power Punch. It pits Iron Mike against interplanetary opponents where the final count is really final! One of the most appealing aspects of Power Punch is that you box as Mike Tyson.

Details were sketchy on ASC's other project, Treasure Master

DRAGON WARRIOR III

As Japan eagerly awaits Dragon Quest IV for the Super FamiCom, U.S. fans are anticipating Dragon Warrior III. The epic tale of the heroic line of Erdrick continues with new activities such as changing careers and day or night explorations. New weapons, enemies and spells are a given, along with bigger dungeons and more challenging puzzles.

ACCLAIM

An early version of Bill & Ted's Excellent Video Game Adventure was one of the featured games in Acclaim's CES booth. We were most jubilant to find that many of the excellent phrases from the movie were in the game. Expect some wacky action as you use twinkies to hold off the attacks of medieval villagers.



Just Around The Corner

F-15 STRIKE EAGLE

If you love to fly, you'll want to check out F-15 Strike Eagle from Microprose. The early version at CES looked good (as did the great arcade machine), and Microprose is planning on adding features to make it the most realistic NES aerial action game yet. You'll have a variety of missions to choose from, with navigation over real maps, real flight equations and



realistic enemy dogfight logic. Like in many PC flight simulators, you'll be able to save your pilots' rank and decorations for successful

PAK WATCH

missions. This is the first NES flying game with a Head Up Display which projects flight data onto the field of view, so you don't have to look down and check your instruments to find out your altitude, bearing and speed.

F-15 Strike Eagle isn't the only hot Microprose project: rumor has it that Railroad Tycoon will be a Super FamiCom title (no word on a U.S. version yet).

Just Around The Corner

ULTIMATE AIR COMBAT

Ultimate Air Combat, under development by Activision, is another advanced flight simulator for the NES. U.A.C. lets you fly the F-14, F-18 and Harrier in 33 different missions. Each of the planes has unique handling characteristics, plus you can customize your ordinance load depending on which mission you're flying. Once you have reached your objective in a ground attack mission the game switches to a Captain Skyhawk-



like view. It's difficult to compare U.A.C. with F-15 Strike Eagle, since both versions we saw were very early in development, but we think both offer interesting new features to NES flight action

enthusiasts.

Die Hard, based on the hit movie starring Bruce Willis, is also coming to the NES from Activision. The game follows the action from an overhead view as you try to single-handedly clear a 35 story office building of terrorists. Activision is especially proud of the artificial intelligence of the enemy characters in this game. For example, if you are spotted by enemy units they will radio for help if you don't neutralize them quickly.

THE ROCKETEER

Although there wasn't a playable version of The Rocketeer available at CES, Bandal was showing a making of the movie video for this Disney summer release. It looks like it might be a hit! Speaking of hits, Legend Of The Diamond, Bandal's new NES baseball game, also showed potential in the early version on display. How would you like to field a team with Roberto Clemente, Babe Ruth and Hank Aaron in the outfield—just for starters? Even if you're not a baseball history expert, Legends has brief career and stat summaries of each player so you can easily form a powerful dream team.

CAPTAIN PLANET

Turner Broadcasting's hit animated show, Captain Planet, will be developed for the NES by Mindscape. We'll let you know more details as we find out!



FINAL FANTASY II

Square's plans for continuing the Final Fantasy saga were released at the CES. Final Fantasy II will be released for the Super NES in the fall (and will be based on the Japanese Final Fantasy III). Another chapter in the super hot Final Fantasy Legend series will soon be released for Game Boy.



THQ'S LIST OF LICENSES GROWS

Although we haven't seen any games from THQ in production yet, they are collecting an impressive list of licenses. New ones announced at the CES include: The Flash, Where's Waldo?, Vanilla Ice, Attack of the Killer Tomatoes and Home Alone. THQ also demonstrated a paint and animation program for the NES for you budding video artists. At this point it looks like you'll have to save your creations on video tape rather than in a battery-backed cartridge memory.

TRIVIAL PURSUIT

The ultimate trivia challenge game, Trivial Pursuit, will soon test your knowledge of arcane facts on the NES. Like NES Monopoly, the electronic version of Trivial Pursuit will add extra features to the board game. Players will be able to create their own "edition" from the 30 categories in the cartridge, including Sports, Music and Movies. Plus, you can play with friends or against 5 computer opponents with their own expertise areas.



GREG NORMAN'S POWER GOLF

Arcadia Systems Inc.'s new golf software for the NES doesn't really add any spectacular new play possibilities (although it does play well), but it does add the first course design option for an NES golf game. Now you can lay out your own 18 holes, placing the fairways, greens, sand traps and trees. You can then save your course and play it over and over with the Game Pak's battery-backed memory.

SEQUEL RUMORS

Capcom is thinking about doing a fourth big screen adventure for Mega Man, but haven't decided yet if it will be for the NES or the 16-bit Nintendo system. Another adventure starring super spy Golgo 13 is in the wind from Vic Tokai. The long awaited sequel to the classic Tecmo Bowl will soon be available—Tecmo Super Bowl. Other games in the works from Tecmo include Ninja Gaiden III for the NES and Tecmo Bowl for Game Boy.

SPACE SHUTTLE SIMULATOR

Several stages of Absolute's Space Shuttle Game were available at CES, including the crew boarding sequence, satellite retrieval mission and landing. Absolute's game designers have been wading through NASA's mammoth instruction manual for the actual shuttle to get ideas for the game.



COMING SOON

Berd's Tale
 Beetlejuice
 Bill & Ted's Excellent Video Game Adventure
 Bill Elliott's NASCAR Challenge
 Day Dreamin' Devey
 Flight Of The Intruder
 Hatris
 Kiwi Krazz
 Legend Of Hero Tonne
 Magic Darts
 Metal Mech
 Mike Ditka's Big Play Football
 Mini-Putt
 RoboCop 2
 Tecmo World Cup Soccer
 The Lone Ranger
 WURM
 Zombie Nation
 ZR-1 Corvette Challenge

COMING LATER

Addams Family
 Attack Of The Killer Tomatoes
 Battlegrounds
 Captain Planet
 Derkman
 Die Hard
 Dragon Warrior III
 F-15 Strike Eagle
 Final Fantasy II
 Godzilla 2: War Of The Monsters
 Greg Norman's Power Golf
 Home Alone
 Legends Of The Diamond
 Mega Man 4
 Mike Tyson's Power Punch
 Ninja Gaiden III
 RoboCop 3
 The Rocketeer
 Star Trek 25th Anniversary
 TealSpin
 Tecmo Super Bowl
 The Flash
 Tiny Toons
 Treasure Master
 Trivial Pursuit
 Ufurie
 Ultimate Air Combat
 Vanilla Ice
 Vice: The Project Doom
 Where's Waldo
 Wolverine



CELEBRITY PROFILE

JEREMY MILLER

Have you heard of a Nintendo video game called "Food Fight?" Well, neither have we. But if there was one, Jeremy Miller and his pal, Kirk Cameron, might just be co-world champions at it.

Jeremy, who is best known as the mischievous Ben Seaver on the popular family comedy "Growing Pains," has engaged Kirk, who plays his older brother on the show, in many off-camera culinary battles over the past few years.

"Ben is a lot like me. We both enjoy practical jokes," says Jeremy. "I don't know how Kirk and I got started, but in the past six years we've managed to use just about every type of food we could get our hands on. Peanut butter, eggs, water, toothpaste—you name it."

Jeremy got his start in acting at the age of six after his mom noticed him imitating scenes from "The Brady Bunch" around the house. His first job was a McDonald's commercial, but his beginner's luck didn't last long. Jeremy went on more than 350 auditions before eventually landing starring roles on "Different Strokes," "Punky Brewster" and Charles in Charge."

Acting auditions are a lot like playing Super Mario Bros.," says Jeremy. "You have to be patient and keep on trying, no matter how hard it is. But just like I saved the Princess in 'Mario,' I won my role in 'Growing Pains.'"

Jeremy's major Nintendo challenge lately has been StarTropics.

"It's incredible!" says Jeremy of

the tropical island adventure game. "It's a lot like 'Zelda,' only better."

"But the game I like playing most with my family is 'Tetris,'" says Jeremy. "I recently got my highest score, 289,000 on level 1B. At this point that makes me the family champ, but I'm not sure for how long because my father's getting pretty good at it."

Jeremy also plays Nintendo games with the stars and producers on the set of "Growing Pains" between takes.

"I taught Kirk how to play Super Mario Bros. around the time it first came out," recalls Jeremy. "Once he learned the basics of the game, he got really good. In fact, he's now better than I am."

In addition to playing Nintendo video games whenever he gets the chance, Jeremy is involved in several organizations which deal with a variety of environmental, health and literacy issues.

Jeremy is a supporter of the United Nation's "World Summit For Children" and an "Honorary First Planeteer" for the ecological cartoon series "Captain Planet and the Planetheers" (soon to be a NES game). Jeremy also is a founding member of "Club Ed," an organization made up of young television celebrities who promote reading



and education.

Jeremy also follows sports very closely.

"I'm a big Detroit Pistons fan," he admits. "My friends in Los Angeles give me a hard time for not liking the Lakers but the Pistons are great!"

When asked what his ultimate video game would be, Jeremy replied, "If there were a video game that had all sports on one cartridge, I'd be in heaven."

But until Jeremy gets his wish, his favorite game remains Super Mario Bros.

"Even though Kirk may be better at 'Mario' than I am," laughs Jeremy, "I'm still champ when it comes to food fights!"

BACK ISSUES

Nintendo Power's most recent issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 7 (July/Aug. '88): Mega Man II, Dragon Warrior, F-Zero, Snake.

Volume 8 (Sept./Oct. '89): Disney's Duck Tales, Dragon Warrior, Nectar, Father's Quest, Roger Rabbit.

Volume 9 (Nov./Dec. '89): Tairis, RoboCop, Willow, Iron Sword, Super Off Road, NES Play Action Football.

Volume 10 (Jan./Feb. '90): Batman, Shogun, Willow, Double Dragon II, Clash at Demonhead, River City Ransom.

Volume 11 (March/Apr. '90): Super Mario Bros. 2, Street Service, Pabst, Z20, A Boy and His Blob, Arny.

Volume 12 (May/June '90): Final Fantasy, Super C, Dyerwort, Code Name Viper, Bushi Fighter.



Volume 14 (July/Aug. '90): Essence Rangers, Snake's Revenge, Snake, Crystals.

Volume 16 (Sept./Oct. '90): Master Mission, Final Fantasy, NES Play Action Football, Seaside Ruffie 'N Roll, Kikkie Cubbie, Mission Improbable.

Volume 18 (Nov./Dec. '90): Dr. Mario, Castlemania III, Little Neco's Dream Master, Solar Jetman.

Volume 20 (Jan. '91): Mega Man III, Doh V., Gwinnin 2, The Inventor.

Volume 21 (Feb. '91): StarTropics, TMNT II: The Arcade Game, Quantum Fighter, Magic, Ultime: Quest of the Avatar.

Volume 22 (March '91): MetalStorm, StarTropics, G.A. Joe, Nudron's Adventure Island II.

To order your back issues, use the form at the front of this issue.

SPECIAL SET OFFER

Available only as a set, the six issues from our first year cover games that are just as great now as they were then. You won't find these issues at newsstands, and you won't find information like this anywhere else:

- In-depth reviews of Super Mario Bros. 2, Ninja Gaiden, Castlemania II—Steven's Quest, Zelda II: The Adventure of Link, and Teenage Mutant Ninja Turtles.
- Unlost and true tips in Counselor's Corner
- Special strategies in Classified Information

This offer is too good to resist! It's available only while supplies last, so use the form at the front of this issue to order now!

WORLD CLASS SERVICE

The Power of Nintendo begins with great products, and great systems maintenance and repair keep the excitement alive. Nintendo now has authorized service centers in all fifty states! To find out which location is nearest to you, call Nintendo's World Class Service Hotline at 1-800-255-3700. Service Representatives can often put you back in game play immediately by troubleshooting the problem over the phone. If you do need service, they'll direct you to the World Class Service Center in your area. When you take your NES or Game Boy to a World Class Service Center, you'll get fast, professional results and quality replacement components.

This month's service tip from the pros: Turn the power to your Control Deck off before you plug in or unplug Controllers.

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Stumped by a game? Call our Game Play Counselors for help between 4 a.m. and midnight Pacific Time, Monday through Saturday, or 8 a.m. and 5 p.m. Sunday. It's long distance, so before you call, be sure to get permission from whoever pays the bill.

STRATEGY GUIDES AND TIP BOOKS

Nintendo Power's Strategy Guides and Tip Books cover the best of the new releases. You won't find better maps, tips, or strategies anywhere.

Strategy Guides Now Available:

- Volume 13: Super Mario Bros. 3
- Volume 15: Ninja Gaiden II
- Volume 17: Final Fantasy
- Volume 19: 4-Player Extra

Tip Books Available:

- The Legend of Zelda: Tips and Tactics
- Now to Win at Super Mario Bros.

To order the strategy source of your choice, use the form at the front of this issue.

ILLEGAL IMPORTS ARE RISKY BUYS

Since Nintendo of America Inc. announced at the winter CES that it will be releasing a 16-bit Super Nintendo Entertainment System this fall, players have been checking stores everywhere to find out how to get one. In fact, some players just can't wait. Instead of biding time until the U.S. system arrives, they're buying Japanese Super Famicoms that some dealers have imported into the U.S. or Canada without authorization. We agree that it's a great system, but before you rush out to buy one, consider these facts:

- The instructions packaged with the hardware and software are not printed in English.
 - Much of the screen text in Super Famicom games is in Japanese, not English. Imagine trying to play complex role-playing games without being able to understand the text. If you didn't know what you were doing it wouldn't be much fun, and our Game Play Counselors wouldn't be able to help.
 - These products are not covered by warranty, and there is no authorized repair service for them in the U.S. or Canada.
 - Because the Super Famicom is not manufactured for distribution here, it doesn't meet specifications established by the government for our safety. There is no guarantee that it will work once you hook it up, and there is no service center to turn to for help.
 - Last-but not least—remember that the U.S. 16-bit system is coming out in a few short months, and there will be plenty of software to go with it. The unauthorized imported Japanese software made for the Super Famicom will not work with the U.S. System, and new U.S. software will not work with the Super Famicom.
- The U.S. 16-bit system is on its way—don't you think it's worth the wait?

REVIEWS COMING NEXT MONTH:

BATTLETOADS: THE COMICS

Meet the frogs of the future! June's issue will have special expanded coverage of the new Battletoads game, but before you see the game, read the special comic strip story of the terrific toads that make it so great.



THE LONE RANGER

Hi ho Silver, and away we go! The legendary masked man and his snow white steed hit the trail in more scenes than you can shake a stick at. And he always leaves 'em wondering, "Who was that masked man, anyway?"



VICE: PROJECT DOOM

An ominous pall hangs in the air, and Quinn Heart suspects a conspiracy... a BIG conspiracy. It's really three games in one, and Quinn must uncover the culprits and get to the heart of the matter.



NEW FOR GAME BOY: GAUNTLET II

With all of the great action that made the original so popular, Gauntlet II comes to Game Boy for portable fun. Are you ready for a hauntingly good time? You'll need nerves of steel.



Dear Readers,

As I mentioned earlier, Battletoads has the all makings of a big hit. If you read this month's article about game developers, you know that the entire Battletoads concept came from Rare Ltd., which is based in England. When I toured Rare and showed Daphne a copy of Nintendo Power, she was very impressed. You might notice that Howard and Neater have a new look this month. Don't worry, I haven't given up my bow tie!

The Howard & Neater comic strip is being drawn by a new artist, Art Nichols, of New York City. He may be new to Nintendo Power, but he's not new to comics. You can see his work in the Nintendo Comics System produced by Voyager Communications, Inc., where he is a Creative Director. An old hand at Nintendo characters, Art brings plenty of great ideas to the task of producing the monthly strip. Check it out, and let us know what you think.



My good friends from Rare—Chris, Tim and Cavie Stampel, and their 100-year-old office.

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